FIRST REVIEW! SUPER STREET FIGHTER II INSIDE!



SEGA PRO

AUGUST '94 • ISSUE 35
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SEGA'S AUTUMN RELEASES – ALL REVEALED INSIDE!

DOOM FOR THE MEGA DRIVE?

Well, nearly!
Find out on page 40...

95% FOR A MEGA-CD GAME?

It's true! Battlecorps wants YOU!

THIS MONTH...

Shaquille O'Neal gets jumpy,
Deep Space 9 beams down,
Exo Squad toons up,
Pete Sampras hits the Game Gear,
FIFA CD scores a hat-trick,
AND
World Cup USA GG lifts the trophy!

SONIC & KNUCKLES™

SIX PAGE PREVIEW
MORTAL KOMBAT II IS HERE!



EXCLUSIVE!

Mega Drive 32 pix, specifications and games line-up inside!

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It's time to



NAVVIE



THUG



GENTLEMAN



take apart monsters



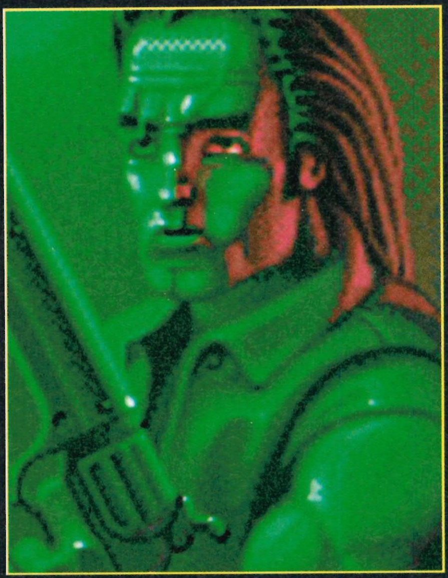
take apart deadly hordes

To take apart

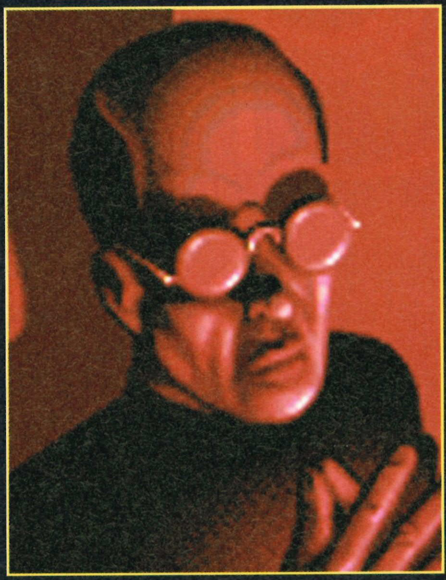
THE CHAOS ENGINE

FOR THE SUPER NES

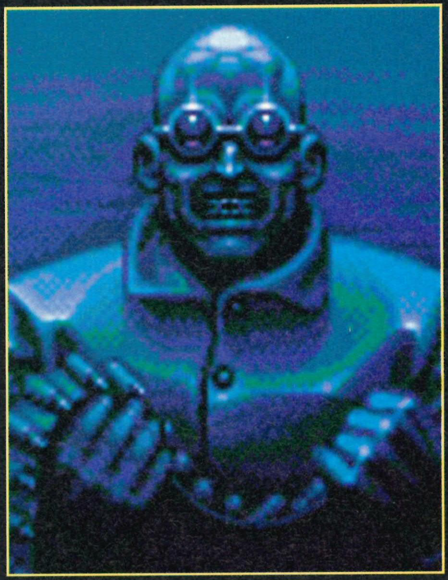
take a part



BRIGAND



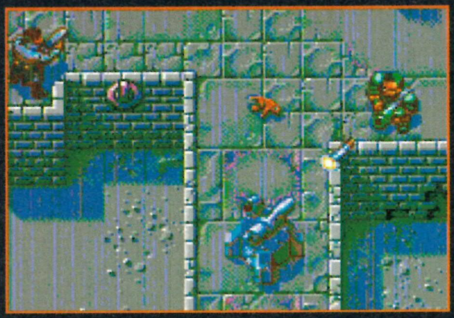
SCIENTIST



MERCENARY



take apart ghouls



take apart armour-plated fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

The BITMAP BROTHERS

SEGA PRO

AUGUST '94

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DINGBATS MESSAGE

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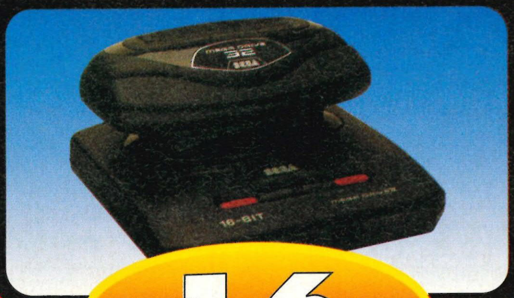
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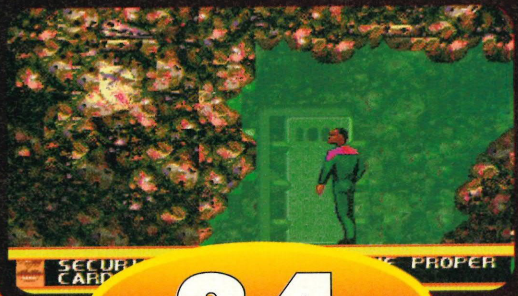
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MEGA DRIVE 32



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DEEP SPACE NINE



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BEAT-'EM-UP SPECIAL!



There'll be blood on the carpet this month: Mortal Kombat II previewed, Shaq-Fu featured, Super Street Fighter II and Dragon Ball Z fully reviewed!

COMPO

WIN A MEGA DRIVE (again?) YES! It's a different compo this time! Turn to page 14 to find out!

MORE GAMES THAN ANY OTHER MAG!

MEGA DRIVE

GAME GEAR

MEGA DRIVE 32

MEGA-CD

FRONTLINE

THIS MONTH... Catch the news on Activision's reincarnation on page 6, all the latest Sega Christmas releases on page 8 (including the first info on the new Sonic games!) and the Jap news on page 12.

YEP, IT'S ANOTHER ISSUE OF YOUR FAVOURITE SEGA MAGAZINE!

You know, it's been a good few months for readers of this marvellous tome, but there comes a time when everything has to come to a close. End. Finish. Because things are getting EVEN BETTER! (Just thought I'd cause a few heart palpitations there.) You may well note a few minor changes to the magazine this month, in terms of its design and so on. Well, you know how it is with us – we're never flippin' satisfied – so we're introducing a few little tweaks here and there for a variety of cunning reasons. And there will be more soon, too! Mind you, at least we'll still look like a magazine and not like the front cover of a 1991 'Rave Hits' album.

And our policy of being the best Sega mag around continues this month with the first *Super Street Fighter II* review, the first proper in-depth look at *Mortal Kombat II*, the first specifications of the Mega Drive 32 and a full list of all the new Mega Drive 32 games in development!

Sometimes we make even ourselves sick!

See you next month,

Nick Merritt, Editor.

NEWS FLASH

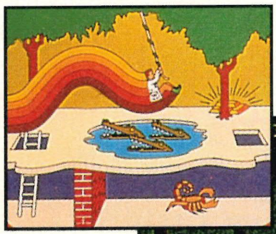
Amid rumours that Sega plan to convert Mega-CD titles onto different formats, it has been revealed they will be porting certain games, those more suitable for an older audience, onto PC CD-ROM. Is this yet another marketing ploy to suck a little more money out of the unsuspecting public? Soon see!



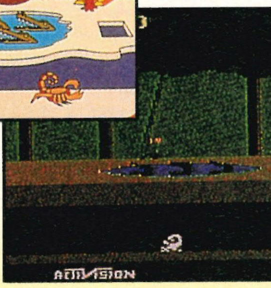
ANOTHER PITFALL

Activision dropped a real bombshell last month as they announced plans to release a Mega Drive and Mega-CD version of David Crane's all-time classic platform adventure, *Pitfall*. Reincarnated from its Atari days and a pitiful 8K program, it played a large part in starting the video games phenomenon. Pony Inc was responsible for an 8-bit NES version in *Super Pitfall*.

Added features for the '94 rendition include a new character, Harry Jr or HJ to his friends, a massive 14 levels of non-linear jungle action with bungee jump and skateboarding action to boot. Add sound FX created by Soundelux Media Labs (of Cliffhanger and In The Line Of Fire fame) oozing out of a 16-meg cart. Even a list of Hollywood artists are on the project for this simultaneous winter release.



Snakes alive! (Shut up – Ed.)



The graphics are a big improvement over the earlier versions.

DIZZIER BY THE MINUTE

Yore relentless *Dizzy* stuff... Codemasters are releasing what they are claiming is the first triple-game cartridge for the 8-bits. It incorporates three *Dizzy* games, *Go! Dizzy Go!*, *Dizzy the Adventurer* and *Panic! Dizzy*, which are all original games and not re-issues. Each game has Dizzy in a variety of tricky situations, from *Adventurer's* underground cave theme and *Go's* maze-game approach to *Panic's* puzzle theme, there should be enough variety here to keep everyone happy.

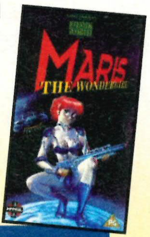
Master System and Game Gear owners will be able to get their hands on these this summer.

YET MORE MANGA!

Expect to find three new Manga Entertainment videos on-shelf this coming month. First up, Devil Man: The Birth, a demonic horror move from manga and animation star Go Nagai. Expect to see this bone-chiller as a Hollywood live-action movie in 1996.



The fourth instalment of The Guyver will be made available from July 11th enclosing a special promotional sample of unique comic-strip Hellkatt. As for the story line, well that's up to you to find out.



Maris: The Wondergirl is classed as "a sexy space-comedy adventure complete with mecha, chases, crashes, explosions, aliens and a psychic nine-tailed anthropomorphic fox!" Enjoy.



A bit of sun came Bournemouth's way this month so Nick was first onto that beach. And last off it two days later when the sun finally went in. And barely out of bed the next day because of the fourth-degree radiation burns he'd contracted. Still, it was fun watching him hobble around the office like a leper at a Princess Diana photocall. Nick is now walking around shedding enough skin to make a suitcase out of. Anybody got a dustpan and brush?



Although a new member of the SEGAPRO team, Phil has been involved in video-game magazines for over six years. Most recently he's been working on our sister mag Mega Power *(Sad – Ed.)*. Somehow Phil is finding the time to continue editing this while simultaneously working on SEGA PRO. How does he manage it all? Well, Phil puts it down to his 'high-energy diet' of cream doughnuts, bacon butties and Chinese take-aways. Burp.



Jason is dead good at days off – he gets enough practice! When he's not in the office, he's out on the beach, rippling his muscles and practising that croaked voice for when Nick phones up wanting to know why he's not in work. Jase wants to know if all the aggravation is worth it – we doubt it, but maybe one day he'll strike it lucky and bring a flock of gorgeous Italian babes into the office – then all his sins will be forgiven! We'll wait and see...

THE MAX

Maze games seem to have gone out of fashion on the Mega Drive recently, swamped under the deluge of cute platformers and repetitive shoot-'em-ups. But their history goes back just as far as the other games genres and in fact have probably seen more variation in gameplay than any other.

The granddaddy of maze games has to be the vastly successful *Pacman*. Introduced by Namco in 1981, it soon became the biggest selling arcade game of the time.

The idea was to guide a little yellow blob shaped like a Happy Eater sign around a variety of two-dimensional mazes, eating blobs and avoiding four ghosts that followed you around. Power-ups allowed you to turn the tables on your pursuers and eat the ghosts.

And that was that, through an ever-ascending number of mazes until you ran out of money or died.

Pacman also was a huge hit on the Atari VCS home console and there have been conversions and variations on every computer format ever made (including *Pacmania* on the Vic 20, *Munchman* handheld and *Gulpman* on the Spectrum).

There soon followed *Ms Pacman* and the *Pacman* arcade machine but things didn't really change until *3D Monster Maze* on the ZX81, the first isometric maze game *Ant Attack* on the Spectrum, and *Gauntlet* in the arcades (although soon converted to home systems – C64, Atari ST and Amiga).

An honourable mention must go to Ultimate Play the Game with their classic maze games *Alien-8* and *Knightlore* on the Spectrum, although we don't see many games of this type any more.

Of course, nowadays, we have *Wolfenstein* and *Doom* to thank for carrying the maze game forward into the 3-D shoot-'em-up arena, but let's not forget how it started – one hungry little yellow blob and four cute ghosts...

Next month: Beat-'em-ups

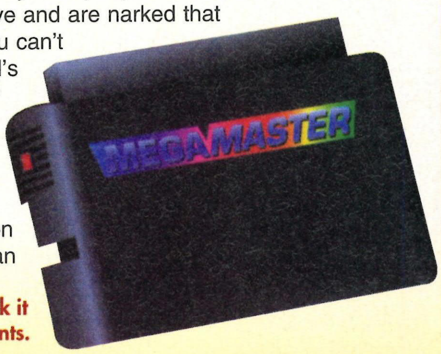


Doom on the Jaguar – let's not forget where the maze game came from!

MEGAMASTER-TASTIC!

Datel Electronics, makers of the very handy Action Replay device, have cooked up another nifty gamesplaying gadget, the MegaMaster. Yep, if you're one of those Master System people who've done the sensible thing and upgraded to a Mega Drive and are narked that you've got zillions of old games you can't play any more... fear not! Datel's MegaMaster will allow you to play Master System games through your Mega Drive!

It works just like a Sega Master System converter, but it's smaller, around the same size of an Action Replay. If this interests you, you can reach Datel on (0782) 744182.



The new Datel world-beater. Check it out for all your 8-bit requirements.



Mark says he spends 50 weeks in the year looking at screens and pressing buttons. Why can't two weeks be different? We had to give in to him, so Mark gets two whole weeks away from work. He is spending his days of rest down in the south of France. Travelling by boat and train, he stresses how this will be an education as well as a pleasure. Hmm, an education of, booze, beaches and babes is what we all think. He replies "too right!".

ALL SHOT UP



Adding to last month's Front Line report on busy software publishers Domark (*F1*, *Marko*), a new shoot-'em-up adventure along the lines of a certain popular PC game is pencilled in for an October release. *Bloodshot* will incorporate a head-to-head feature, bloody gun-toting action and spine-chilling atmospheric qualities. Could this really end up being *Doom* on the Mega Drive? Soon find out...

ARCADE NEWS



This month SNK's Super Sidekicks II and a linked-up Daytona USA come under close scrutiny, plus Midway's three-player Aerosmith blaster Revolution X. SegaPro zaps, kicks and fires his way through the arcades...

SUPER SIDEKICKS II

SNK



Kicking off on the arcade scene around now is the hotly awaited follow-up to the *Super Sidekicks* soccer sim. New features to boot are an array of blasting goal sequences, intricate back-heel passing techniques and a wider choice of teams. The addition of a very sporting penalty shoot-out, that not only gives you some chance but looks really good as well, and a special shot selection facility where the screen switches to a penalty-like scenario, guarantees a well-spent 50 pence.

Above all, there is a general improvement from the original (not a mean feat) and though it's not too tricky to finish in one-player mode, the two-player option will keep you, dare we say, coming back for more. Unstoppable sound FX and a bright, enticing selection of stadiums makes *Super Sidekicks 2* a strong contender for this month's best release. Or will the enhanced version of *Daytona USA* be strong enough to lure you away into a head-on two-player battle?



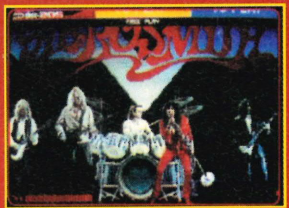
DAYTONA USA – TWIN-CAB VERSION

SEGA

Streaming into our local Sega World, thousands of aspiring Nigel Mansells (young, old and well over the limit at the weekends) have been battling in a stonking two-player duel as *Daytona USA* twin-cabs reached our sun-drenched coastline. You must have played the standard sit-down cabinet by now, so there's no need to glorify the graphics and sheer exhilaration value, though they are awesome. Unsurprisingly, *Daytona USA* twin-cabs are to be linked up in the same way as *Virtua Racing*, but if you're a member of the long-legged clan, much like Jason, then you'd better be prepared for a tight squeeze.

REVOLUTION-X

MIDWAY



Out of the blue yonder, Midway have come-up with a somewhat extraordinary three-player shoot-'em-up based on the American Grammy-award-winning band Aerosmith. *Revolution-X*'s story line reveals that The New Order Nation, a corrupt alliance of government and business boffins, have kidnapped Aerosmith from an LA concert hall and are plotting to control the world's youth. You, as the world's youth, must fight back and rescue the band.

Claiming to implement a 'unique non-linear playing system' *Revolution-X* is certainly different. Battle-torn locations such as LA, South America and Japan test you and your fellow warriors' shooting skills. Fortunately you're armed with devastating missiles and flying discs (CDs perhaps?) to take out the hordes of costume-clad baddies. If you're a fan of Aerosmith's music, of which there is a constant blast from the DCS sound system, or games of the *Alien 3* genre, this is one for you.



CHARTS COMPILED BY GALLUP

ELSPA — European Leisure Software Publishers Association Ltd

...MEGA DRIVE...

1	FIFA International Soccer	EA	£44.99
2	Virtua Racing	Sega	£69.99
3	PGA European Tour	EA	£39.99
4	Sonic the Hedgehog 3	Sega	£59.99
5	World Cup USA '94	US Gold	£44.99
6	Dune 2	Virgin	£49.99
7	Ryan Giggs Soccer	Acclaim	£39.99
8	NBA Jam	Acclaim	£49.99
9	Road Rash 2	EA	£39.99
10	Sensiible Soccer	Sony	£39.99
11	Cool Spot	Virgin	£44.99
12	Pete Sampras Tennis	Codemasters	£44.99
13	Micro Machines	Codemasters	£34.99
14	Robocop vs Terminator	Virgin	£49.99
15	Aladdin	Sega	£49.99
16	Olympic Gold	US Gold	£29.99
17	Jungle Strike	EA	£44.99
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19	Zool/James Pond 3	Telstar	£44.99
20	X-Men	Sega	£44.99

...MASTER SYSTEM...

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2	Micro Machines	Codemasters	£29.99
3	The Simpsons	Acclaim	£34.99
4	Sonic Chaos	Sega	£29.99
5	World Cup USA '94	US Gold	£29.99
6	Shinobi	Sega	£14.99
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8	The Ninja	Sega	£9.99
9	Mickey Mouse	Sega	£29.99
10	Outrun Europa	US Gold	£29.99

...GAME GEAR...

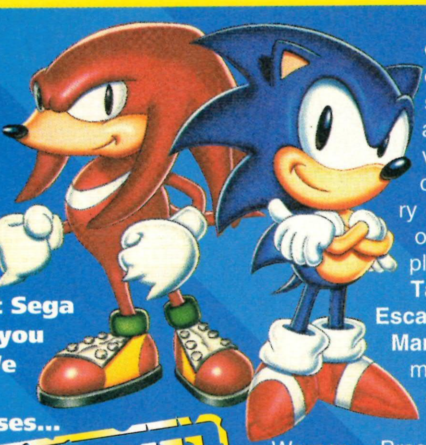
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2	Micro Machines	Codemasters	£29.99
3	World Cup USA '94	US Gold	£29.99
4	NBA Jam	Acclaim	£34.99
5	PGA Tour Golf	Tengen	£29.99
6	Sonic 2	Sega	£27.99
7	Desert Strike	Domark	£29.99
8	Sonic chaos	Sega	£29.99
9	Spiderman	Acclaim	£277.99
10	F1	Domark	£29.99

...MEGA-CD...

1	Night Trap	Sega	£49.99
2	Ground Zero, Texas	Sony	£49.99
3	WWF Rage In The Cage	Arena	£49.99
4	Lethal Enforcers	Konami	£54.99
5	Time Gal	Sega	£39.99
6	NHLPA Hockey 1994	EA	£44.99
7	Batman Returns	Sega	£44.99
8	Sherlock Holmes	Sega	£44.99
9	Thunderhawk	Core	£44.99
10	Sonic CD	Sega	£44.99

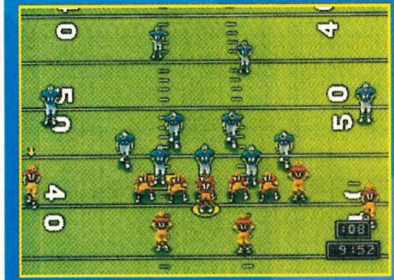
SEGA'S AUTUMN LINE-UP

Straight from America, SegaPro brings you the very first look at what Sega have in store for you this Christmas! We start with the Mega Drive releases...



EXCLUSIVE

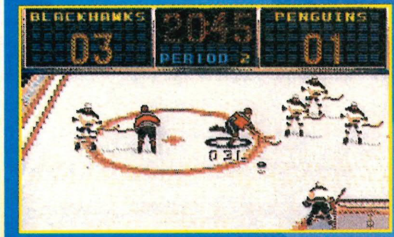
Sonic and Knuckles is the big news as the little echidna returns to harass our favourite blue friend all over again. Sega tell us: "It's backwards compatible with *Sonic 1,2* and *3*", and are claiming that what they've done with the game has never been done before! Interesting... Mega Drive owners get ready for an October 1994 release!



NFL Football freaks will be looking forward to the latest NFL game.

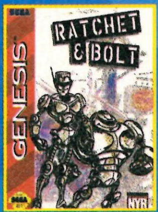
NFL Football '95 hits the streets as well. With four-player action, sprite scaling and battery backup, this could be the biggest *NFL* yet!

NHL Hockey fans, get ready for **NHL '95**! With all 26 NHL teams featured, a choice between 650 NHL stars, 3,000 frames of information, battery backup and a four-player option, this 16Mbit cart should be available this Christmas.



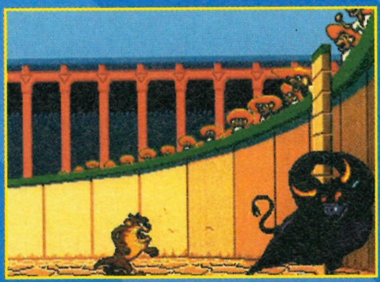
More NHL Hockey is on its way this autumn.

Ratchet & Bolt is a new Mega Drive title expected this Christmas. It's set in the future where the aim is to play as two powerful but badly-built robots, mopping up bad guys and saving the day. It'll contain split-screen action, a vast array of weaponry and 16Mbit of gameplay.



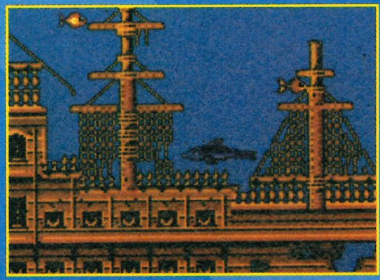
A new robot-based shoot-'em-up is getting ready for release!

Taz In Escape From Mars has you meeting all your favourite Warner Bros. cartoon characters, from Yosemite Sam, to Wile E Coyote. Taz has had his moves souped up and there will be a full six levels across two planets! This 16Mbit cart will be available this autumn.



More Tazmanian devil malarky – meet you favourite cartoon friends.

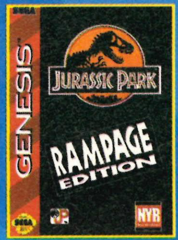
Ecco returns in **Ecco: The Tides of Time**. The evil Vortex is back and Ecco is also back with a new companion, Trellia, to reconstruct Asterite and save the world! There'll be 25 levels, a 3-D section, morphing and a password save. This one- or two-player 16Mbit game will be available this autumn.



Ecco the Dolphin makes a welcome return to the Game Gear.

Batman and Robin are back in the **Adventures of Batman and Robin**, based on the animated TV series. You'll be battling against all the well-known Bat-characters (Joker, Mad Hatter etc) and the game will be available this Christmas.

Jurassic Park – Rampage Edition is up for release at the same time as the video hits the streets, this autumn. Faster, with more levels, it'll be another 16Mbit cart for the Mega Drive.

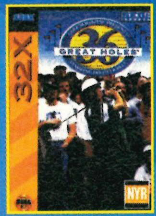


Mega-CD owners can relax in the knowledge that there's going to be plenty of stuff for them as well. **Surgical Strike** and **Fahrenheit** will be available (see Mega Drive 32 feature), as will **Eternal Champions** (four new characters, new moves) and **Wirehead** – being billed as the 'first fully interactive live action character' which will place you in moral dilemmas and in sitcom situations. Catch it this winter.



An intriguing name for a game! Hope it shapes up.

The Mega-CD also gets its own version of **Ecco: Tides of Time, NHL All-Star Hockey** and **Fred Couples' Golf** – all available this autumn.

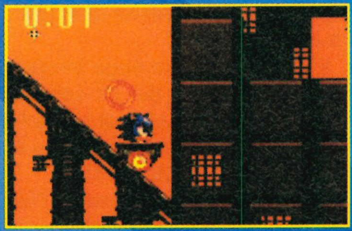


Fancy a round with Fred Couples? It's easy now.



The new Sonic Game Gear title should keep portable people perky.





The Game Gear is also looking good with **Sonic the Hedgehog: Triple Trouble**, where Knuckles makes his GG debut, Tails appears as a controllable character and there's a new character called Nack the Weasel. You'll be able to jetski, take to the air in a new 3-D stage and there'll be a full six zones and five sub-zones in this 4Mbit cart. Autumn is the date!

Dynamite Headdy is also going to be available on the Game Gear this Autumn, as is **Ecco: Tide of Time** (4Mbit, autumn), **Taz in Escape From Mars** (4Mbit, autumn), **NFL '95**, and **NHL All-Star Hockey**. Not bad at all.

Turn up and turn on...

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Fairford International Air Tattoo
Gloucester

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Swanage Regatta & Carnival *Dorset*

9-10th August
Lakeside Thurrock *Essex*

12-14th August
Northampton Balloon Festival

17-21st August
Airborne '94 *Eastbourne*

24-27th August
Dartmouth Royal Regatta

29-30th August
Aintree Show

1st Sept
Bucks Show *Aylesbury* TBC

3-4th Sept
Sheffield Show

7-13th Sept
Chessington World of Adventures

21-25th Sept
LIVE '94, Earls Court *London*

28th Sept. -4th Oct
Lakeside Thurrock *Essex*

9th Oct
East of England Autumn Exhibition
Peterborough

11-15th Oct
Medowhall Centre *Sheffield*

17-22nd Oct
Merryhill Centre
Brierly Hill West Midlands TBC

24-29th Oct
Fairfield Halls *Croydon*

2nd Nov
City of Portsmouth Firework Display

4th Nov
26th Big Night Out *Suffolk*

7-12th Nov
Clifton Moor Centre *York*

14-18th Nov
Metrocentre *Gateshead*

These details correct at time of going to press. For further info call: 0800 444 220

THE ANIMALS

The first interactive edutainment title for the Mega-CD is coming this September. *The Animals* is a year-old PC CD-ROM port featuring live action from the world famous San Diego zoo. Spy on the lives of hundreds of wild animals, without the risk of losing life and limb, via FMV movie clips. Listen to what the San Diego employees have to say and choose from over 200 different menu items. Sounds good, eh? Hmmm.

PRODATES

JULY

...MEGA DRIVE...
GLOBAL GOLF [Codemasters]
TIN HEAD [MicroProse]
ITCHY AND SCRATCHY [Acclaim]

...GAME GEAR...
WORLD CUP USA 94 [US Gold]
SONIC SPINBALL [Sega]

...MASTER SYSTEM...
BATTLEMANIACS [Virgin]

...MEGA-CD...
WORLD CUP USA 94 [US Gold]
SENSIBLE SOCCER [Sony]
BATTLECORPS [Core Design]

AUGUST

...MEGA DRIVE...
BENEFACTOR [Psygnosis]
FLINK [Psygnosis]
HARDCORE [Psygnosis]
EXCELLENT DIZZY [Codemasters]
SKELETON KREW [Core Design]
VIRTUAL BART [Acclaim]
SUPER STREET FIGHTER II [Sega]
WORLD CHAMP SOCCER [Sega]

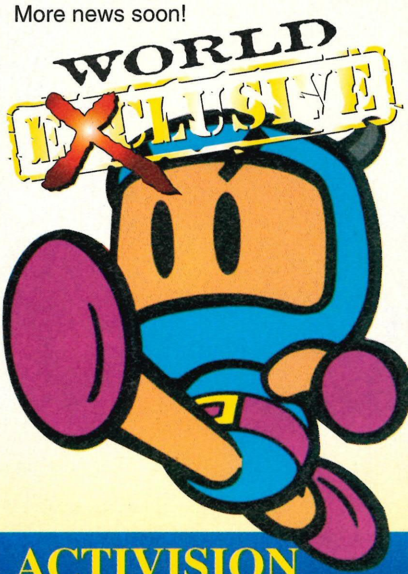
...GAME GEAR...
EXCELLENT DIZZY [Codemasters]
THE HULK [US Gold]

...MASTER SYSTEM...
EXCELLENT DIZZY [Codemasters]

...MEGA-CD...
SOULSTAR [Core Design]
DRAGON'S LAIR [Sega]
FLYING NIGHTMARES [Domark]
MEGA RACE [Mindscape]

MEGA BOMBER MAN COMES TO TOWN

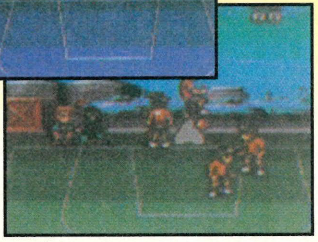
Mega Bomberman – a sensation on the Super Nintendo (*Super Bomberman*), it originates from the Amiga classic *Dyna Blaster.* Boasting a multiplayer battle mode, very addictive gameplay and scores of quirky tunes and spot FX, it's completely engrossing played alone or against up to three friends. Boasting extra power-ups and a previously unseen mode of transport the Mega Drive version will be an outstanding improvement on the SNES title. The idea of the game is to blow-up your opponent, or CPU-controlled nasties, before they kill you throughout a variety of maze-like levels. More news soon!



BASKET CASE

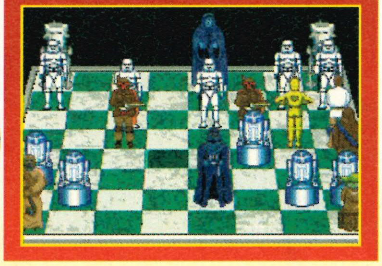
Sega are dodging and weaving before dunking a basketball title onto the Game Gear this summer. Under the provisional name of '*Street Basketball*', this *NBA Jam* rival will be 4Mbit and include a Gear-link option. The playing style is two-on-two, and like *NBA Jam*, there will be little complication with the rules as this is very much an arcade-style slam-dunker. It will be released in August – look out for a review soon!

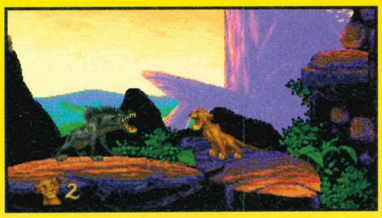




FX MATE

Star Wars is coming to the Mega-CD. Well, sort of. Anyone for chess? This PC CD-ROM port uses the same engine as the *Chessmaster* series, which is excellently compiled and one of the toughest ever chess games. Standard gameplay is made more interesting using a combination of animated sequences. Can you resist the lure of Darth Vader, R2-D2 and pounding *Star Wars* music? Multitudes of options and a save facility make this September title well worth a look. We'll have a full review for you next month.





VIRGIN ROAR

Check this out! You are feasting upon the very first printed screenshots of Disney's new animated game conversion, *Lion King*! Much has been said about this in the last few months, but nobody has managed to print pix until this moment. Disney have drawn over 2000 frames of animation which bring superb realism to the travels of Simba the lion as he travels his knigdom, defeating hyenas and duffing up his ruthless uncle Scar. Sadly, we're also going to have to put up with a soundtrack by Elton John, but life ain't ever perfect.





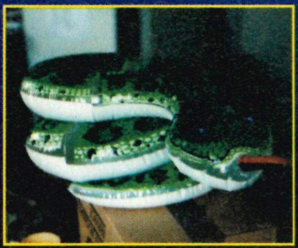


BRIBE of the MONTH

After the class bribes we got last month, it's back to earth with an unnecessarily hard thump. Still, if you want to soften it, you know what to do...

ACTIVISION

Wow. A name from Nick's gamesplaying past this one. There used to be a time when Activision was the cart company name on everybody's lips. Anyway, they want their No1 position back and are prepared to get nasty! Hence the large coiled boa constrictor they sent us this month – not so much of a Bribe of the Month as a Blackmail. Jason, who's afraid of snakes, jumped out of the window and hasn't been seen since but Nick is made of stronger stuff, wrestling it to the ground, strangling it and stabbing it 15 times before Mark pointed out that it was only inflatable. Mark has since vanished too.



ACCOLADE



Accolade said balls to the lot of us this issue as they sent us a load of deflated basketballs. Phil, whose level of physical activity barely extends beyond getting out of bed in the morning, thought that was the way they were supposed to look while Jason, anxious to impress after the snake fiasco, offered to prove his manliness by inflating them with only the power of his lungs. Jason, who has recently given up smoking, underestimated the amount of gunk still festering down there so if anyone wants a basketball full of phlegm you know where to come...



MARVEL COMICS
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so you want to save the
world?
go
green
AVAILABLE ON - THE MEGA DRIVE, GAME GEAR, MASTER SYSTEM & NINTENDO SUPER NES.
THE INCREDIBLE HULK™
As a SUPERHERO, it's enough to make your blood boil, your muscle-mass quadruple and your flesh turn green... The dreaded Leader™ is poised to dominate the world with the help of his bizarre bunch of hard-baked buddies - Tyrannus™, Absorbing Man™, Abomination™ and Rhino™ - until you burst on to the scene. Anger management never was your strong suit, but now it's gonna be a life-saver. Pumping up the action in a hulking display of powerplay, you demolish enemies, environment and machinery... just about everything you can get your bare hands on! At last - a game which gives you that INCREDIBLE feeling.
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NEWS

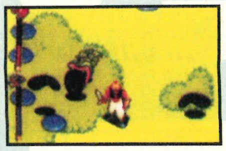
JAPAN

JAPAN NEWS



ARCADE CHARTS

1	2	DAYTONA USA
2	1	VIRTUA FIGHTER
3	4	RIDGE RACER
4	NE	JURASSIC PARK
5	3	SUPER STREETFIGHTER II X





AFTER ARMAGEDDON



What a long-winded title! This Mega-CD RPG is based on a popular PC title, *Final Armageddon*, and tells a new story. The heroes in the game are actual monsters who evolve by eating humans!

The World belongs to these grotesque monsters, and the heroes are monsters too! And the battles are monsters vs monsters too... It's all a little confusing. Only 40% of the game is complete at the moment – watch this space for further details.

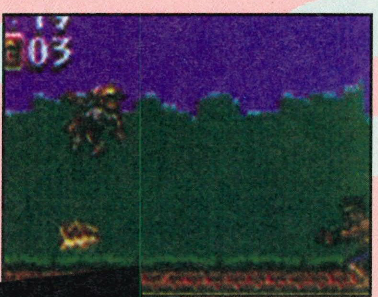




...CHARTS

1	NE	DRAGONBALL Z [MD]
2	1	VIRTUA RACING [MD]
3	NE	HEAVENLY SYMPHONY [M-CD]
4	NE	ULSEI YATSURA [M-CD]
5	NE	TANTO ARLU [MD]
6	NE	POPPLE MAIL [M-CD]
7	11	SONIC DRIFT [GG]
8	NE	PHANTASY STAR II [GG]
9	NE	MONSTER WORLD IV [MD]
10	2	BARE KNUCKLE III [MD]

GETTING FIZZICAL



Cokie is a boy who attends Scat School in Coke City. He loses his skebo, and then a popular teacher at his school, Sakura Ko, is kidnapped by an evil gang. Cokie must set off and save her...

You read about this first in last month's Jap news, and this month we have pictures of the kid with the fizz. Sega's *Coca Cola Kid* will be advertised across Japan – the commercials will portray some of the characters in Cokie's adventures.





It's a side-scrolling action game pitting you against the clock. A certain speed must be reached to clear each stage. Cokie (leading swigger) attacks his opponents with kicks and sliding movements, and also indulges in special dash attacks and wall-climbing activities. Skebos and Frisbees are two of the items Cokie can use as a weapon.



The movements of the characters are said to be exaggerated to put more life into the game. There's also a tricky boss stage where the side-scrolling format is replaced by a change of scene to make the gameplay more interesting. This 4Mbit handheld title will be released on August 5th and will be a joint venture between Coca Cola and Sega.





PRO DATES

JULY
- J LEAGUE PRO STRIKER 2
- STAR WARS REBEL ASSAULT

AUGUST
- COCA COLA KID
- POPEYE'S BEACH VOLLEYBALL
- SURGING AURA
- STREET BASKETBALL

SEPTEMBER
- AFTER ARMAGEDDON

NIP BITS

● Atlas are a new software company over in Japan, making their debut in the Sega market with a Mega Drive title called *Gouketsuji Tribe* – based on a famous action-adventure film. It's not due for release until the end of the year, but many are looking forward to this potential Christmas cracker. Only one character has been finished so far, but results so far look promising. The game includes a 'Battle Royal' mode which is played between two teams. Two of the heroines, Oume and Akane, suck the blood from their enemies – the gore factor suggests this is far more than just a plain action game! Look out for it soon.

● Video games are making their mark on the pop world! The first solo concert by budding Jap pop stars B-Univ took to the airwaves on Air West on April 20th. The group played 13 tracks, including the latest vibes generated from *Daytona USA* and *Virtua Fighter* – Japan's two most popular arcade titles! Their latest album is now on sale through Toshiba EMI at a price of 3,000 Yen.

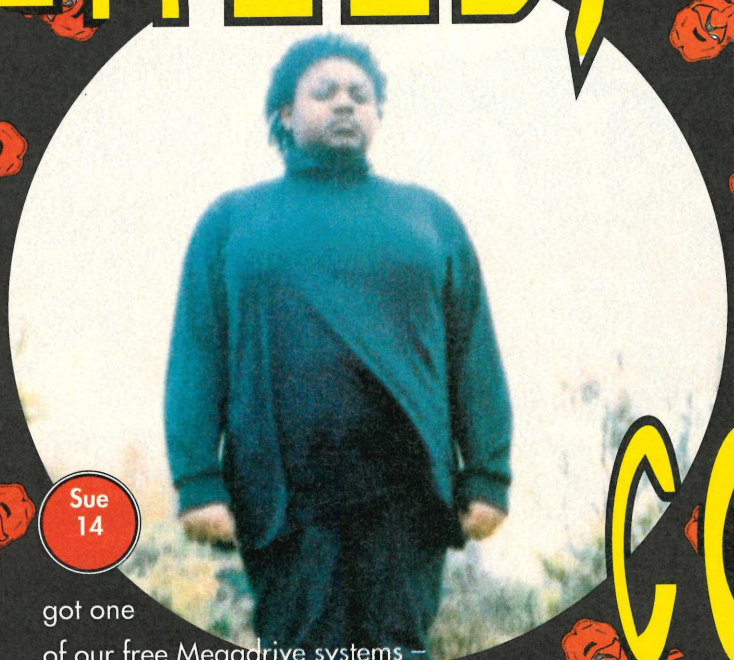
● One of Japan's leading software companies, Koei, are not just interested in software production. They have launched a comic from the their Koei Cult Club series, and it's called 'What is love about in Girls' Comics?'. It illustrates, through the changes apparent in girls' comics, how the views of girls themselves have changed in today's society. 'Candy Candy', 'The Rose of Versailles' and 'Aim the Ace' are three other comics published by the same cult club.

● Technos Japan have a title due for release very soon. It's for the Game Gear, and sure to turn you into a real beach bum! The sport is Volleyball, the leading character is Popeye, and the setting will be oriented around sun, sand, sea and surf. It's called *Popeye's Beach Volleyball* and is the first handheld simulation of the minority sport. Check out all the spinach soon!

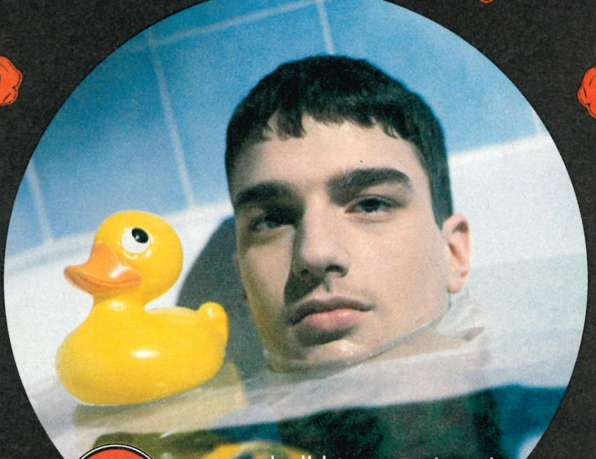
● Join in the Super II Championship '94! People who are good at games are told to come along to the championships in Kokugi Kan on August 14th to fight it out for the prestigious Street Fighter award. If you wish to obtain the passport to play, send a postcard to Kyobashi – Post Office II, Chuoku, Tokyo, PO Box 08-91, for the attention of the Super II Championship'94 office.

Issued by MIDLAND BANK plc 1994

GREED,



Sue 14 got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve 17 wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

CORRUPTION

&



Joe 15 ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl 11 took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

THE MIDLAND LIVECASH DEAL

Can you handle it? Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

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SEGA PRO/08

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COMPO



WIN!

MEGA MONSTER MUNCH



If you're brilliant, unbeatable or simply hungry!... Get Searching!

Never has a competition been more worth winning. This Summer a new corn snack will be hitting your local foodstore's shelves. Walkers crisps are launching a newly packaged, newly flavoured Monster Munch. Mega Monster Munch is the biggest (40g bag), tastiest (Flamin' Hot flavour), best value (RRP 30p) snack ever!

The Sega Mega Drive is the best 16bit console in the world. If for some strange reason, like you live on planet OuttaHereAndFarAwayMan, you don't own a Sega Mega Drive, this is your chance to get one for the price of a stamp. Play all the latest games, like *Super Street Fighter II* and *Mortal Kombat II*, or use it as a gob-wedge when your younger brother or sister won't stop whining. The choice is yours!





WIN

FIRST PRIZE

A SEGA MEGA DRIVE & A YEAR'S SUPPLY OF SCRUMMY MEGA MONSTER MUNCH!

5 RUNNERS UP

A YEAR'S SUPPLY OF SCRUMMY MEGA MONSTER MUNCH

MONSTER WORD SEARCH

So, if you want to win a years supply Walkers Mega Monster Munch, and a Sega Mega Drive, this is your chance.

WORDS TO FIND

- MEGA ✓
- SEGA
- FLAMIN HOT
- CORN
- COMPUTER
- WIN
- MUNCH
- PRO
- FLAVOUR
- SNACK
- GAME

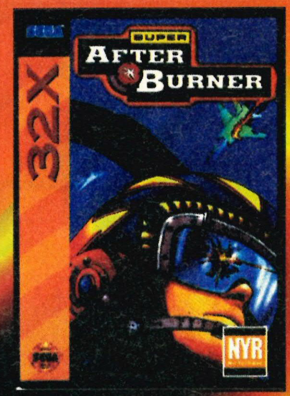
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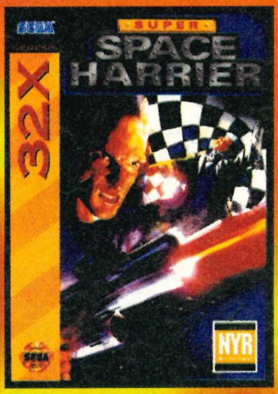


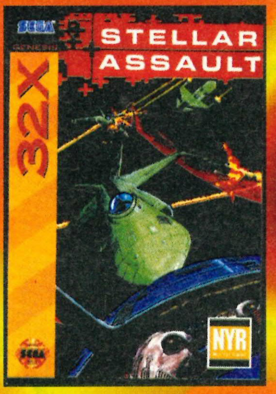
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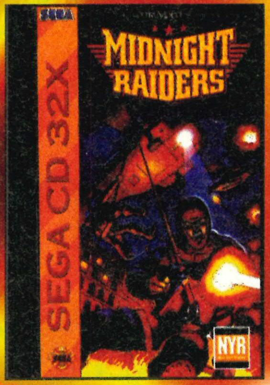
Entries to arrive no later than 20 August 1994.


NO MERCY IN THIS COURT.
Ranked number one* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.
Scorching serves, fearsome forehands, blistering backhands and smashes to make a ball-boy wince. It's all here - full-blooded, full-on extreme tennis.
Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.
Pete Sampras Tennis comes on the new J-Cart, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.
The ultimate tennis game is here - except it's not just a game. Have you got the balls?
Megadrive out June 16. Game Gear out August 19.
"The best tennis simulation and a brilliant multi-player experience" SEGA MAGAZINE 92%
"The only tennis game you'll ever need - absolutely brilliant!" SEGA PRO 90%
"The most playable, easy to pick up and fun tennis game I've ever played" MEAN MACHINES 93%
LONDON GRASS COURT
PETE SAMPRAS TENNIS
OFFICIAL PRODUCT
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGADRIVE SYSTEM
Codemasters
PETE SAMPRAS TENNIS
J-Cart™
1-4 PLAYERS
PLUG UP TO 2 EXTRA JOYPADS INTO GAME CART.
No adaptor needed
Sportsmaster IT'S NOT JUST A GAME
CODEMASTERS – TEL: 0926 814132 FAX: 0926 817595
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Which magazine would you trust with the first news, specs and pictures of the new Sega 32-bit Mega Drive upgrade, and all Sega's upcoming Mega Drive 32 and Mega Drive games? Of course – it could only have been SEGAPRO! Start reading now... By Nick Merritt.

RELIGH
SEGA'S



The Mega Drive 32 slots neatly into the top of the Mega Drive like so, upgrading your system considerably. Looks like a mushroom...

THE MEGA DRIVE 32 UNVEILED

One could be forgiven for being a bit confused at the moment. One moment the Saturn is the Next Big Thing, the next we hear this Mega Drive 32 thingy is the biz. It's enough to make anyone give up Mega Drive gaming for good, but luckily SegaPro is here to help ensure that you stay unhealthily addicted to video games. And judging by what we've managed to find out, Sega intend that to be for the rest of your life.

The Mega Drive 32 was unveiled four months ago, to fill the gap between the Mega Drive and the Saturn. As Sega thought more about how they were going to market the machines, they eventually decided on making the Saturn their high-end multimedia machine, which in retrospect was not surprising when the cost of Saturn's technology was going to lead to a price point of £350.

So enter a 32-bit Mega Drive upgrade, being priced at £150. The Mega Drive 32 will contain much of the same hardware slated to appear in the Saturn (see 'Tech Specs' boxout elsewhere on this page). But one piece of information that hasn't yet been revealed until now is that the Mega Drive 32 is also going to be able to enhance the Mega-CD's video capability. Called 'TruVideo', it smooths out the Mega-CD's terrible FMV into something a little more impressive. So expect a distinct range of Mega-CD-based Mega Drive 32 games too, as apart from the 'normal' Mega Drive 32 ones.

The upshot of the new technical specs should mean near-arcade-perfect conversions should be possible. However, Sega reckon the technology is not going to be quite up to the scratch of their Titan arcade specifications. Sega have said, "We have plans to make a complete adaptation of all [of *Virtua Fighter*'s] movements and skills. On the other hand, there will be a reduction in the number of polygons compared to the coin-op."

This essentially means that either the animation is going to be less smooth than the arcade game, or (as is more likely) the characters will not move quite as realistically as they currently do. We will soon find out...

MEGA DRIVE 32 GAMES

Look out for these Mega Drive 32 games, expected to be available when the machine itself is launched this autumn:

Doom – a conversion from the hugely successful PC version [24Mbit]

Star Wars Arcade – featuring the latest texture mapped graphics, [24Mbit]

Super Motorcross - features three bikes and 16 courses [16Mbit]

Virtua Racing Deluxe - with a full six courses. Will be twice as fast as the Mega Drive version [24Mbit]

Tempo – guide Tempo the space-hopper and help him morph! [24Mbit]

Super Space Harrier – Based on the hit arcade game [24Mbit]

Stellar Assault – 3-D space-based shoot-'em-up [24Mbit]

Super Afterburner – Realistic F15-based flight shooter [24Mbit}

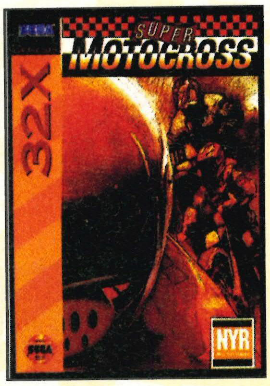
Cyber Brawl – *Virtua Fighter*-type two-player beat-'em-up [24Mbit]

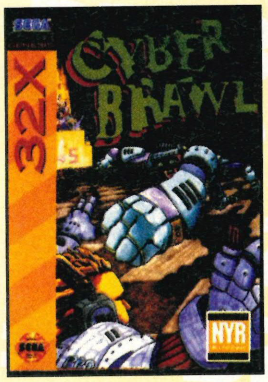
Fred Couples's 36 Hole Golf – 18 golfing holes, 4 players [24Mbit]

College Basketball and ***Metal Head***.

We've also been lead to believe that Sega are working on versions of ***Virtua Fighter*** and ***Jurassic Park*** as well.







TING
S FIRE

MEGA DRIVE 32 TECH SPECS:

- **CPU:** 2 Hitachi 32-bit SH2 RISC processors running at 23MHz/40MIPS
- **Co-Processing:** Mega Drive's Motorola 68000 and a new DSP
- **Graphics:** Dual frame buffers allow rendering of 50,000 polygons per second; texture mapping, hardware scaling and rotation
- **Colours:** 32,768 on-screen simultaneously
- **Memory:** 4Mbit RAM in addition to Mega Drive and Mega-CD
- **Video:** Able to overlay a plane of graphics over Mega Drive video
- **Audio:** Stereo digital audio with programmable sample rates. Audio mixing with Mega Drive 32 sound
- **Price:** £150
- **Available:** This Autumn – Christmas 1994



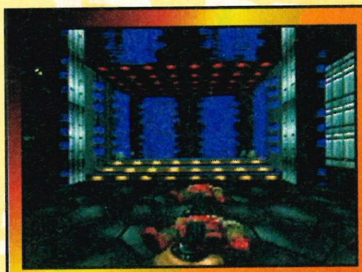


This is what the Mega Drive 32 looks like. Nice, eh?



LATEST SATURN NEWS...

The latest word on the good old Saturn is as follows... It'll be launched in Japan in late November with *Clockwork Knight*, *Virtua Fighters*, *Daytona USA* and a version of *Mystery Mansion* all being available on release. However, don't expect a European release until mid-1995 at the earliest.



DOOM

Based on the vastly successful PC game which has just hit the Jaguar, *Doom* is a first-person perspective 3-D shoot-'em-up where you wander around a selection of futuristic locations, all set on an alien planet. Your weapons range from guns to chainsaws and the idea is to destroy as many aliens as possible.

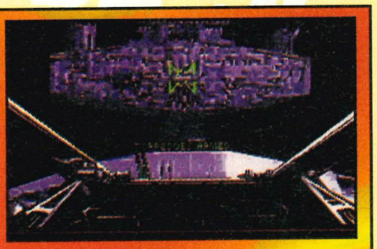
The game's graphics are superb, with texture-mapped corridors setting new standards in smooth scrolling and realism. Coming on a 24Mbit cart, this single-player game will be a must-buy when released this autumn. Can't wait!

MEGA-CD 32 GAMES

You'll be able to use your Mega Drive 32 unit to upgrade your Mega-CD too! Look out for these games:

Fahrenheit CD – Become a fireman and save lives [1/2 players]
Midnight Raiders CD – Fly an Apache AH64 attack chopper against nasties and terrorists [1 player]
Surgical Strike CD and ***Wirehead CD***.



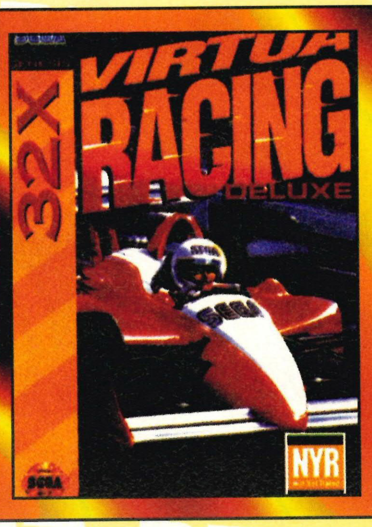


STAR WARS ARCADE

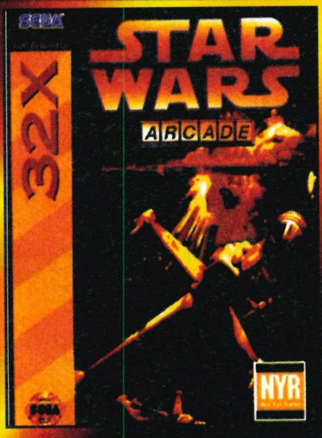
This 24Mbit game for one or two players will be a straight conversion from the arcade. Although the arcade version runs at 180,000 polygons per second, this one is expected to be a faithful conversion. Fly against the Empire and tackle Darth Vader before you destroy the Death Star in this two-player affair.

VIRTUA RACING

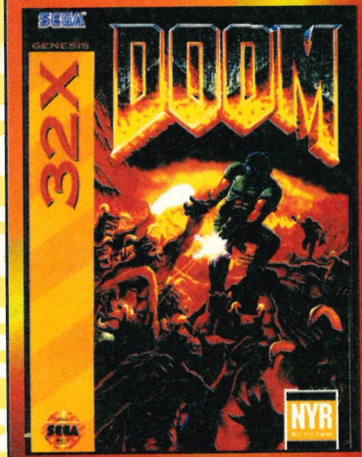
What more do we need to say? The Mega Drive 32 version is expected to run at twice the speed of the already pretty nippy Mega Drive version, and will include four different racing views, three cars to choose from and a total of six full courses! This should be the best *Virtua* yet!



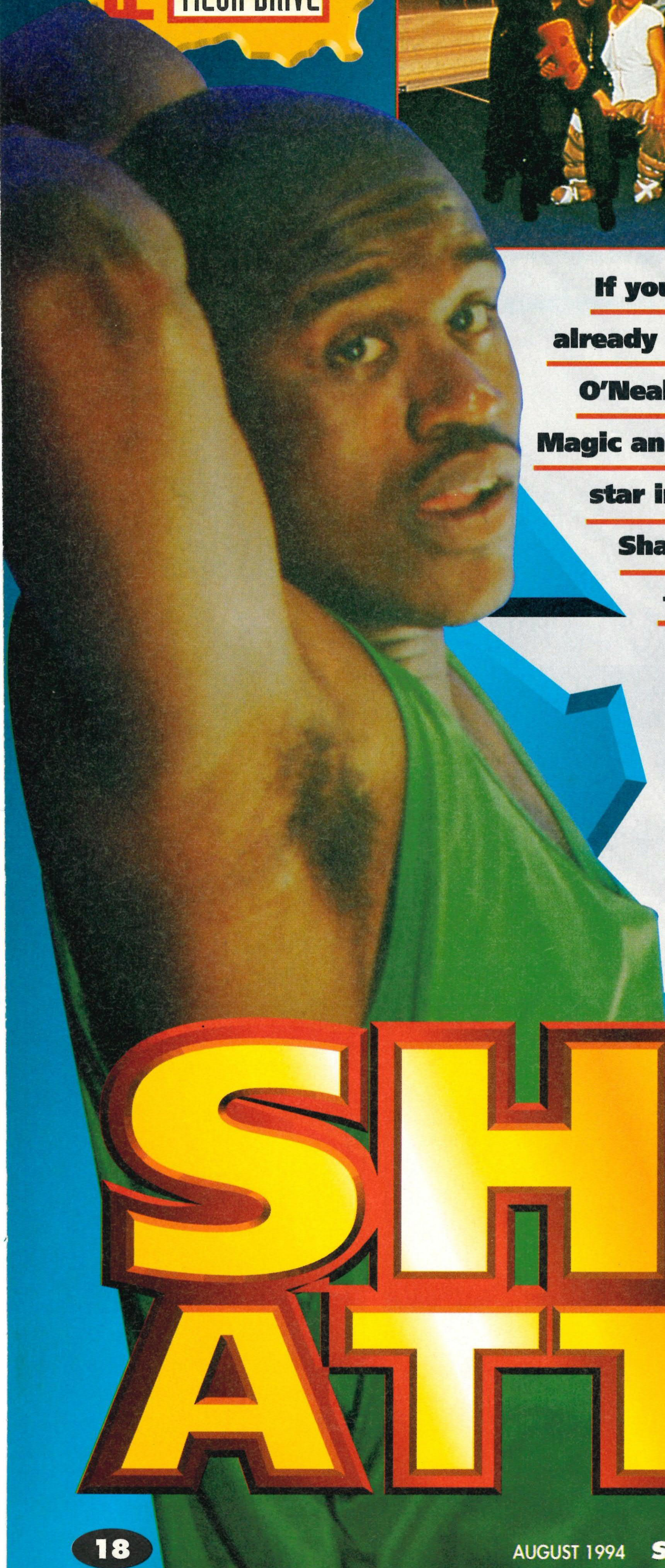
The amazing *Virtua Racing* is on its way to the Mega Drive 32, with lots more features than ever.



Watch out for this *Star Wars Arcade* conversion, although it isn't expected to have all the bells and whistles.



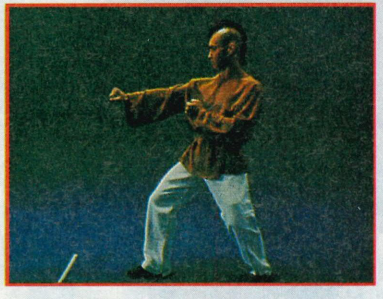
Doom, the stunning PC and Jaguar game, is on its way for a Mega Drive 32 release very soon.





One of the top stunt teams in France was hired to do all the usual acrobatic jumping around.

Martial arts don't half attract some poseurs, eh?





SHAQ ATTAQ!

If you're a basketball fan, you already know all about Shaquille O'Neal. He's Centre for Orlando Magic and the highest-paid sports star in the world. Nick reveals Shaq's latest transformation – into beat-'em-up sprite!

It would be very easy to hate Shaquille O'Neal's guts. He's tall, dark, handsome, loaded, got a huge house, is a massive star, has appeared in films with Nick Nolte and on TV with Arsenio Hall and is only 21 years old. Surely there has to be some flaw in the make-up. Some dark skeleton in the O'Neal closet. Or maybe I'm just jealous and want to do such an incredibly successful guy in. Hmmm...

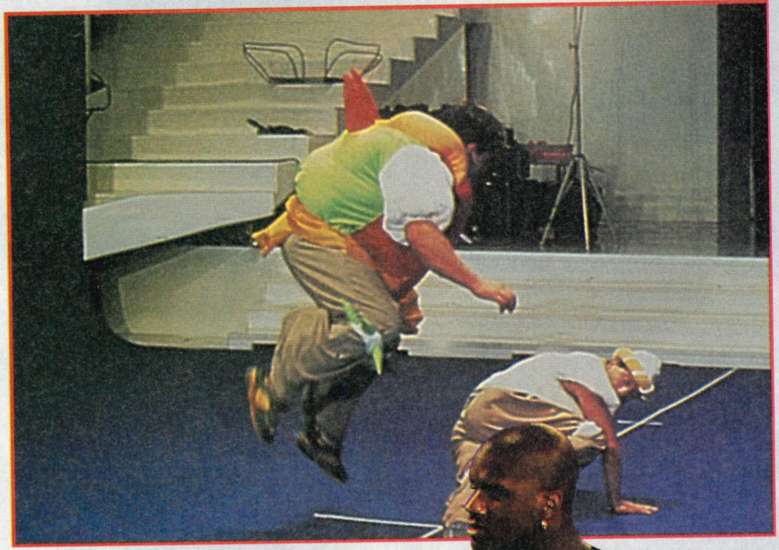
Well, it seems my chance could have arrived. Shaq has decided to appear in a beat-'em-up of all things and computer games I know. So there was only one thing for it - jump on the next plane to Paris and zip on over to Delphine Software, makers of the legendary *Another World* and *Flashback* to check out *Shaq Fu*, their latest title, that's being lined up for a release through Electronic Arts this Christmas. The first question we should confront is: why a beat-'em-up? Wouldn't a basketball game have made more sense? Well, it turns out that Shaq is a total videogames nut. His mansion contains a vast number of games, from *T2* and *NBA Jam* arcade numbers, to a SNES and a Mega Drive. And of course, he has *Mortal Kombat*. It turns out that Delphine had also had an idea about allying their animation expertise to the gameplay of a *Street Fighter II*, so when EA came to them with the idea of doing a Shaq beat-'em-up, it seemed the perfect chance to get on with it.

It still seems like a curious idea though. A basketball player in a beat-'em-up. Well, this game involves Shaq in superhero mode beating the living daylights out of a variety of supernatural characters. The story goes that Shaq is touring Japan with Orlando Magic when he

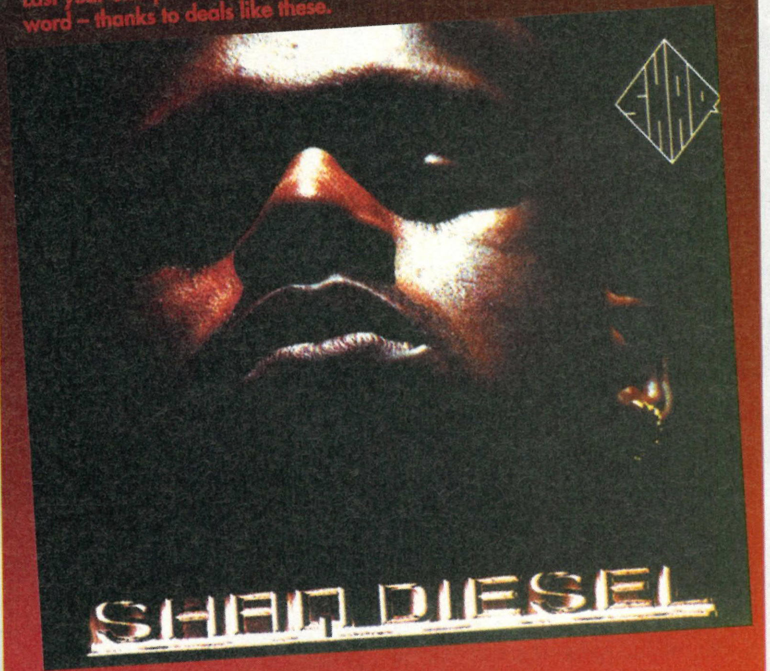


More than one fighting style has been used in the making of the game. This one is called the 'spleet trowzar' and originated in Upper Testicle, not too far away from the Shaolin Temple.

Getting those close combat shots can be fun. Sadly, not when you have to repeat the sequence again and again.

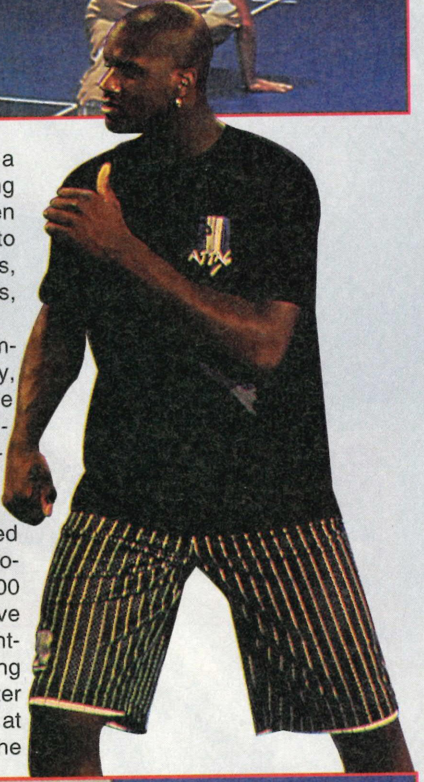


Last year Shaq was the highest paid sports star in the word – thanks to deals like these.



SHAQ'S RIM SHOOT

So who is this Shaquille geezer? He's 7'1" tall, has size 22 feet and signed a seven year contract with Orlando in 1992, for $40 million. He was soon named rookie of the year after averaging 26 points a game and once hitting 46 points! He has been criticised for being slightly one dimensional as a player - his famous Shaq Attack is not really a particularly nifty move. But he is only 21 years old and has plenty of time to hit the Magic Johnson, Michael Jordan and Abdul-Jabbar hall of fame.



is accidentally transported to a mysterious dimension after flicking through a martial arts book. Then it's no small matter of needing to defeat eleven vicious opponents, each armed with special moves, shields and so on.

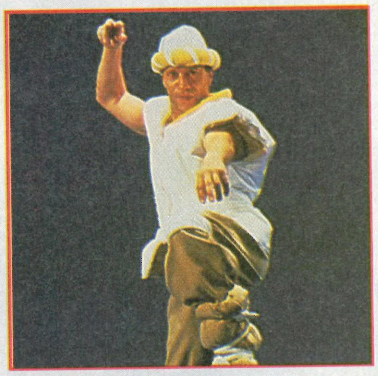
So great. Yet another beat-'em-up, right? Perhaps not. Firstly, Shaq has put a great deal of time into the game, play testing it, writing the character intros and helping to tweak the gameplay. Secondly, this game is going to come on a 24Mbit cart, crammed with 64 colours and perfect rotoscoped animation, using some 7000 graphic designs. Delphine have been analysing the Japanese fighting games in particular, regarding the programmers as miles better than anybody else in the world at the moment. They dismiss the *Mortal Kombat*s of this world, and even the new beat-'em-ups from the likes of Time Warner and Accolade, feeling that the Japanese have perfected the timing that goes into what they define as perfect gameplay - "forgetting that you have a joypad in your hands". But they do feel that the animation and the number of opponents can be improved upon. Given all that then, surely the fact that Shaquille O'Neal is barely known outside of the USA is going to hamper its sales somewhat. Well, as it turns out, more people know Shaq that you'd immediately think. He's been on TV in Pepsi and Reebok adverts, his rap album ('Shaq Diesel') did well in Japan and he was over here not too long ago at the *NBA Jam* session at Wembley Arena. And of course, EA will be pumping a great deal of money into a big promotional campaign anyway. So what's the game going to be called? Shaq Attack is a problem, as it's the name of Shaq's famous slam dunk. Shaq-Fu is a big possibility in the USA – it's Shaq's 'street' name, the game is a beat-'em-up – and Shaq is a karate nut. Europe presents more of a problem, although I expect we'll find out sooner or later. Well, this is good, isn't it? It looks like EA and Delphine have all the avenues covered after all! I suppose there's only one real way after all – we'll just have to buy the thing when it comes out...

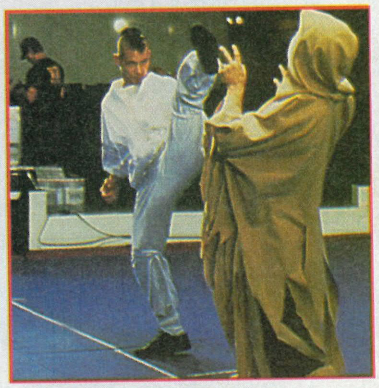


Each frame is captured on film before being transferred to a computer for further work.



A blue screen is used for a flat background which can be removed later.



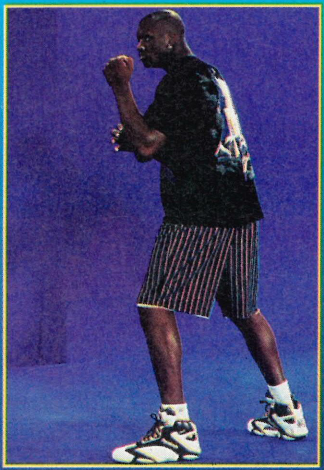


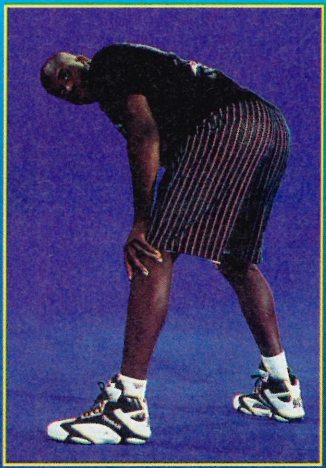
MAKING OF THE GAME

Initially, Delphine's Paul Cuisset began by re-designing their roto-scoping system. Instead of hand tracing captured film stills, as they'd done for *Flashback*, he came up with a tool which allowed direct transfer of the video sequences into the computer, saving time and money. Then it was a matter of getting Shaq and a bunch of Kung- Fu and Karate experts into the studio to film against a blue screen.

Unfortunately, Shaq isn't quite as limber as he appears to be in the game - those spinning roundhouse kicks were created by breaking the digitised image up inside the computer and lifting his leg up a bit. Shaq remains convinced to this day that he was entirely responsible for those impressive moves!

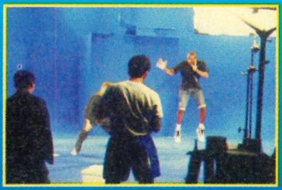
The programming team, not to be outdone by the graphics guys, decided to redesign their entire development system – they now program on Silicon Graphics Indigo workstations and cross-compile the code onto Mega Drives, SNESes, Amigas or whatever. (Cross-compilation means taking the Indigo program and using the computer to change it into a form other formats can understand). Using this method cuts development time and costs. After all this has been done, Delphine only have to nip across the road to their recording studio, one of the two best recording studios in France (the other is in Bologna). And if you needed to know, Delphine are responsible for that recording artiste Richard Clayderman. It was in their studio that the *Flashback* music was recorded. SP





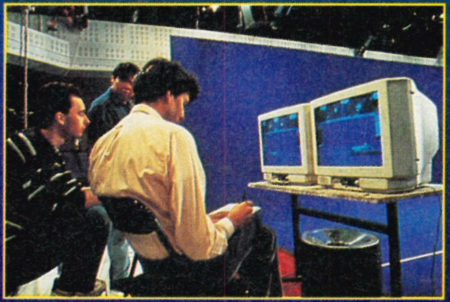
SHAQ GETS RICHER

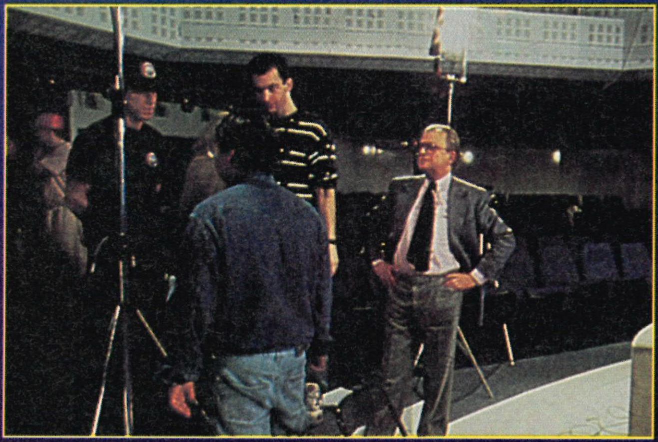
Creating Shaq's sprite is time-consuming. After the blue screen filming, a computer removes the blue, leaving Shaq. Then Shaq is traced over and the tracing is put onto computer.

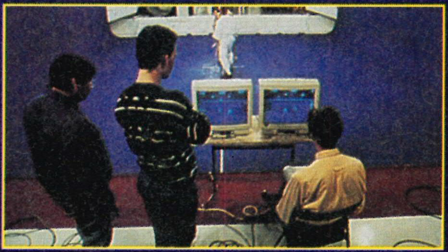


Bright studio lights are needed to light the subjects properly against the blue screen.











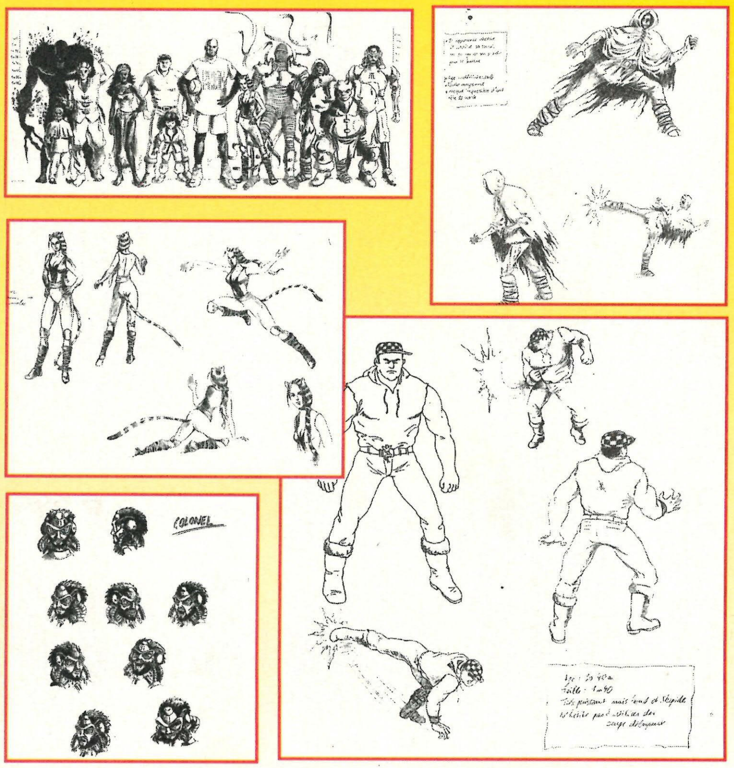
Yes, it's a beat-'em-up. You can tell this via the ridiculous costumes people have to wear.



FINISH HIM! Well, that may be from another game but that doesn't mean this one is going to lack aggro.

SKETCHY BUSINESS

Just to show that Delphine have actually been paying attention to their pre-production, here are a few sketches of some of the characters.




GET THIS...
LT CALGARY
LOW LIFE SCUM...

FEATURE

MEGA DRIVE

THE GAME

As said previously, the game will be coming on a 24Mbit cart. Paul Cuisset has used compression techniques to cram 30Mbit of data into the cart but there is always a trade-off between the speed of gameplay, the number of frames of animation and the size of the sprites.

However, Delphine have managed to strike a good balance between all three. The game has variable speed of gameplay, from slow to ruddy impossible, with sprites that will be 70 pixels high (*Street Fighter II*'s sprites are 80 pixels). Each game location is different with characters tied to their location. And there are some 90 fighting moves in total. Other features will include an Anger Bar (you can taunt your opponent - his or her power will increase but their accuracy will decrease), characters with individual fighting styles from Tiger Claw Kung Fu to Preying Mantis Kung Fu - and the entire game will also be available on the Game Gear. SP



No shortage of acrobatics in this new release. Handy, really.



Use your shield wisely against this long armed guy in particular.



A quick kick to the face never did a dentist's wallet any harm. I think you know what I'm trying to say.



The backgrounds have been rendered in a full 64 colours. OK, the SNES has more of them, but we get more fighters.

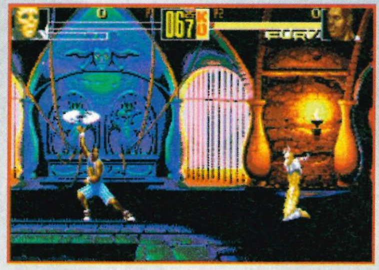


It's not the best place to pick a fight, the desert, unless you're Rommel or Montgomery or someone.



There's one problem with beat-'em-ups – lack of exercise. However, this could be considered a point in its favour.

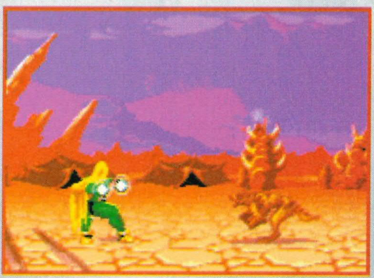




Shaq prepares to unleash a vast blast against this underpaid ninja-type. So stuff him.



Intelligent use of your shielding is vital if you are to get through to the end of the level for the final fight.



Take no mercy – Shaq would not expect anything else! You'll need to get to the end of the game to win.

The game comes packed with special moves, in fact there's such a variety it puts the like of *Street Fighter II* to shame!





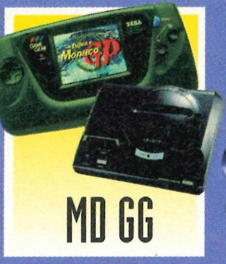
Ouch! Shaq takes a fiery one to his belly. Using your shield would have been a smart move, I think.

TRACK RECORD

1988 – Future Wars (Amiga, Atari, PC)
1989 – Operation Stealth (Amiga, Atari, PC)
1991 – Cruise for a Corpse (Amiga, Atari, PC)
1991 – Another World (Amiga, Atari, PC, SNES, Mega Drive)
1993 – Flashback (Amiga, PC, Mega Drive)
1994 – (IN DEVELOPMENT): Morph, Shaq-Fu


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PREVIEW



Smell the ozone, feel the static and hear the crackle – the storm clouds are gathering once again. Mortal Kombat II is charging up to deliver a bolt of lightning right into your Mega Drive and Game Gear. Nick put on his rubber gloves and went to defuse the hype.

MORTAL II



Wahey! Poor old Baraka falls foul of Sub Zero's neat ground freeze move. Serves him right.



A quick exchange of views is not something one should do lightly in this game, let me tell you.



Time to square up for a bit of violence, *Mortal Kombat* style. And you'd better be prepared for some action.

Warning: This preview is not for people who have a weak heart. We know the information contained over the next six pages is the most up-to-date, reliable and therefore dangerous stuff around – you will just have to decide for yourself if finding about *Mortal Kombat II* is worth the risk…

It's been a year since the massively hyped *Mortal Kombat* hit the streets, backed up by life in the arcades, a massive advertising effort from Acclaim and of course, a vast amount of press coverage about the violence, from a newspaper industry already primed from the notorious 'Nintendo killed my son' headlines.

So one year on, how is the launch of *MKII* shaping up? SegaPro nipped along to Acclaim's London offices to take the first in-depth look at this upcoming release, playing through all the levels, against all the characters and watching the special moves, friendship moves and babalities.

The first thing that we should point out is that we have not been able to show you the blood moves. This is because Acclaim are trying to avoid the kind of criticism they came in for last year when the newspaper business practically accused them of devil worship. Acclaim are trying to play down the violence aspects this time around, until it's time for reviews, and are not allowing any gory shots out into the press until ELSPA have rated the game. Acclaim also (in my opinion) rather naively believe the press will give *MKII* a miss this time around as things have moved on a bit in the games business – we'll have to wait and see. SP



Jax has entirely too many muscles for our liking. And he's American too. This is even sadder.

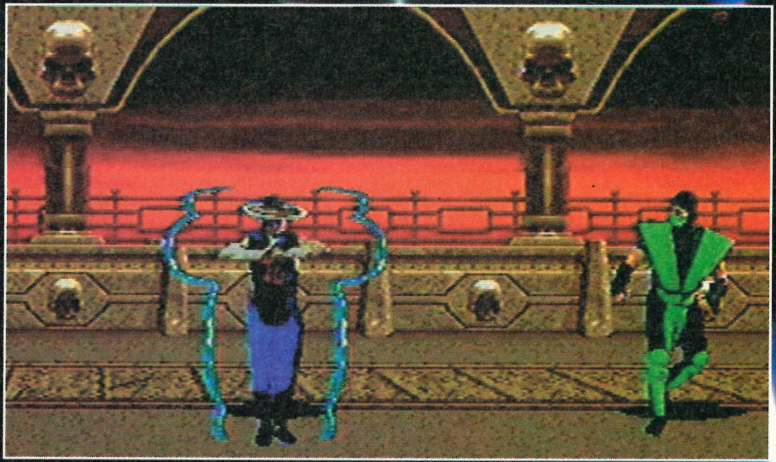
Reptile looks on bemused as Kung Lao fires up the old shield. Looks nice, that's for sure.

THE CHARACTERS



Some are new, some are old and some have taken a long vacation. Yep, poor old Sonya Blade and Kano have packed their bags and are nowhere to be seen in this new version.

But this isn't a problem because there's a host of new characters to occupy your mind instead. Here's a profile of the whole lot of them…





LIU KANG

A *Mortal Kombat* regular, he now comes equipped with the following selection of wicked moves: forearm, flying kick, bicycle kick, fireball, low fireball, babality, Pit fatality, friendship, uppercut fatality and dragon fatality. As you can see, he's not messing about this time around!



KUNG LAO

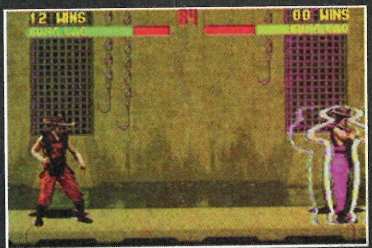
A new addition to the *Mortal Kombat* team, his moves include headbutt, teleport, hat throw, air kick, whirlwind spin, babality, Pit fatality, friendship, slice fatality and hat throw fatality. You've got to see what he can do with that hat to believe it…



No shortage of jumping moves as J. Cage kicks Baraka's teeth in (ouch!)

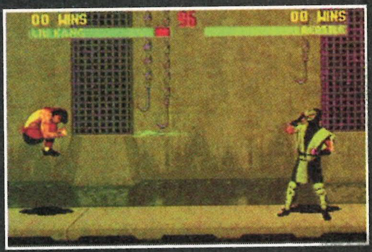


Kung Lao demonstrates the form that makes him this year's hot contender.



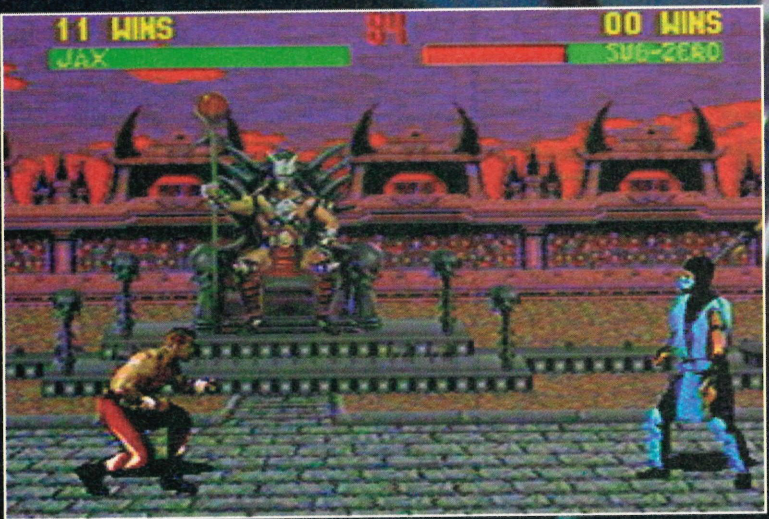
The only trouble with this shield is that it ties you down a bit.

KOMBAT II



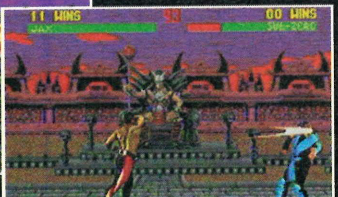
This Reptile geezer just will not stop gobbing on his opponents. Grief, you can cause tuberculosis doing that stuff, you know. *(Nick – get a grip – Ed.)* (Sorry – Nick.)

We can assure you that Jax can do a lot more than act like a chicken right in front of Sub Zero here. Or so he says.



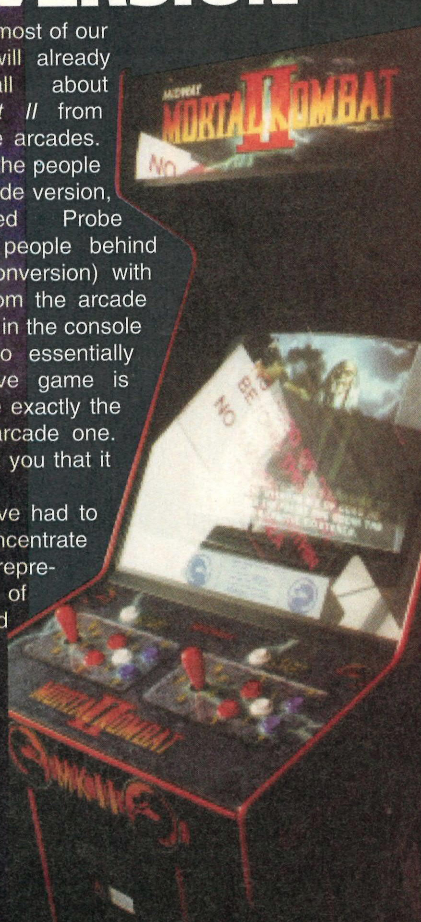


(Below): Even the over-muscled Jax has a few neat tricks, including this energy bolt he can unleash at certain intervals.



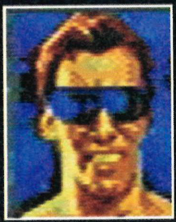
The famous Johnny Cage sliding move even looks nicer this time around.

THE ARCADE CONVERSION



Of course, most of our readers will already know all about *Mortal Kombat II* from playing it in the arcades. Bally-Williams, the people behind the arcade version, have supplied Probe Software (the people behind the first *MK* conversion) with all the code from the arcade machine to use in the console conversions. So essentially the Mega Drive game is supposed to be exactly the same as the arcade one. And we can tell you that it is.

All Probe have had to do really is concentrate on accurate representation of graphics, sound and timing. And this does mean that the hidden features (the characters Jade, Smoke and the game *Pong*) should all be in the release.



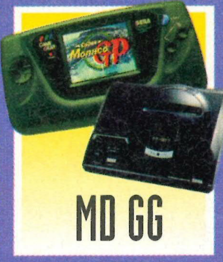
JOHNNY CAGE

Old Johnny has been revamped a fair bit to increase his low popularity rating. He now comes with a stomach jab, drop kick, green ball, high green ball, shadow uppercut, shadow kick, ball breaker, babality, Pit fatality, friendship, torso fatality and head punch fatality. Much better.



REPTILE

Originally a secret character, his moves include back-hand, slide, spit acid, power ball, invisibility, babality, Pit fatality, friendship, tongue fatality and invisible slice fatality. It could be considered a rude thing, to flob on your opponents, if you weren't trying to rip their heads off at the same time.



MORTAL KOMBAT II



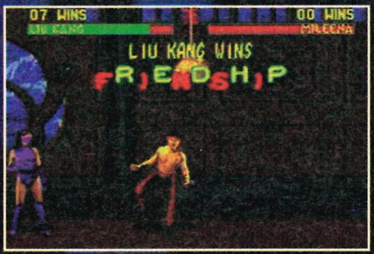
Poor old Mileena takes a flying kick to the body. Just no idea how to treat a lady.



Liu Kang has this excellent bicycle move where he repeatedly kicks in the air.



That's it, I'm not seeing my darling Mileena being treated like this any-more. Outside, now...



I think Liu Kang should stick to the combat moves, don't you? Just can't get the psychos these days...



Liu Kang demonstrates his fire move against poor old Mileena. I rather like this Mileena, you know. *(Sad – Ed.)*

THE GRAPHICS

There's a very simple way of illustrating how good the graphics are in this... When I was grabbing the screenshots at Acclaim, I turned way from the Super Nintendo version (which was being grabbed at the time) to talk with a few of the staff there. While I had my back turned, someone replaced the SNES version with the Mega Drive one and when I turned back, I didn't even notice!

All the backgrounds have faithfully been reproduced, with superb parallax in places and a speed of movement already pretty fast (and the version I was playing was running 25% slow). The first thing you'll notice is that the quality of the digitised sprites has improved immeasurably. If there was one irritation about the first *MK*, it was that the main character sprites looked washed out. An improved filming procedure was used this time and the fighters now look a great deal bolder.



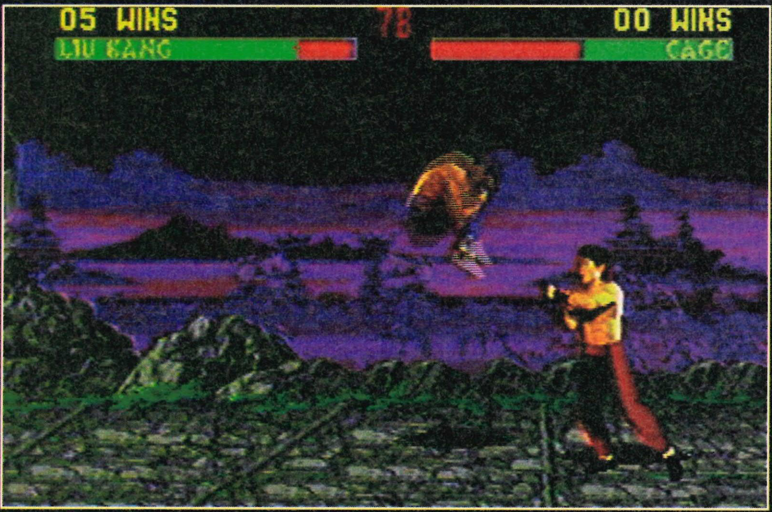
The clouds in the background here scroll beautifully. You'll think you're playing the arcade version.



The boyz get down to a touch of break-dancing. Or something.

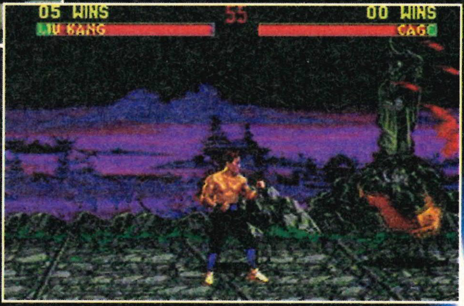


There's nothing worse than a braggart, is there?





Somehow, you can be sure that someone is going to come out of this regretting it.



Liu Kang and Johnny Cage get to grips with some serious combat. Poor suckers. Why not talk?



SUB ZERO

Mortal Kombat's favourite fridge case still has an insulation problem. But he's on the case, but with a few new moves: backhand, slide, freeze, ground freeze, babality, Pit fatality, friendship, deep freeze fatality and ice ball fatality.That should be enough to warm any gamesplayer's heart...



SHANG TSUNG

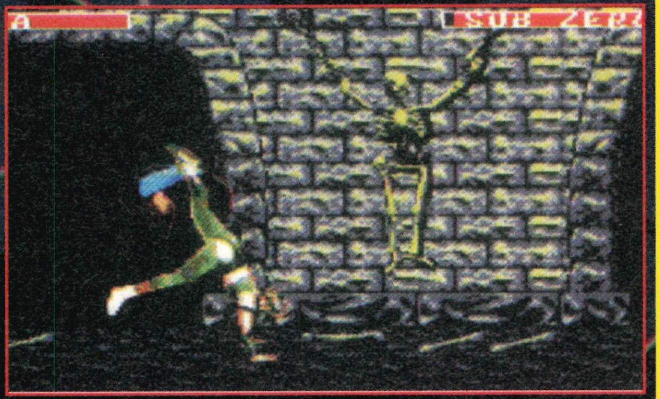
Old Shang has lost a few years since *MK* and is now expected to battle it out with the rest of the grunts. His moves include elbow, flaming skulls, two flaming skulls, three flaming skulls, character morph, babality, friendship, inner ear fatality, life force fatality.

COMPETITION COMPARISON



STREET FIGHTER II

The ultimate beat-'em-up. But *MKII* scores this time around with greater depth and some neat touches (I like the babality and friendship moves). Acclaim profess not to be worried about the upcoming release of *Super Street Fighter II* either, as both games will be going head-to-head this Autumn.



MORTAL KOMBAT

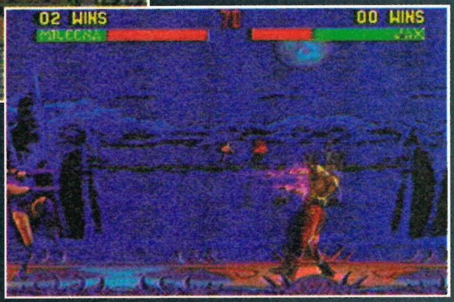
MKII is a vast improvement over the first *MK*, with better gameplay and depth. The first *MK* was an overdressed poseur of a game – this one shows more guts (if you know what I mean!).



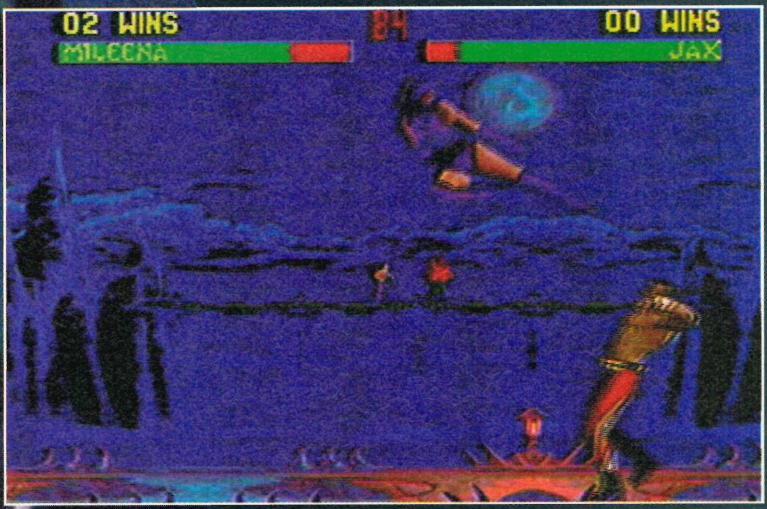
Time to square up for a further round. Mileena is good in the air as well as being top at rolling around on the ground.



Mileena sinks a sharp one in Reptile's fragile bits. That'll teach him some respect.



Jax takes one of Mileena's fireballs on the chest, says NIck stating the obvious.



Mileena decides that pumped-up poseur Jax needs a further lesson in feminism. Which she is keen to deliver.

(Below): It's not easy trying to grab these screenshots and not show any of the blood you know. Somehow I'm managing though.



Reptile flobbing on my Mileena?! Has this creature no chivalry? Time to sort him out, I think.



Mileena an dLiu Kang are going out with each other in real life. True!







KITANA

A new character! Kitana enters the *Mortal Kombat* arena to replace Sonja Blade and double the female representation to a whole two! She also comes with an elbow move, fan slice, fan throw, fan lift, air attack, babality, Pit fatality, friendship, kiss of death and fan fatality.



JAX

A new character, something of a bodybuilder and wrestler. His moves include the hammer, earth-quake, gotcha grab, multi-slam, energy wave, back breaker, babality, Pit fatality, friendship, head pop fatality and arm rip fatality. This last one has to be seen to be believed.

PREVIEW

MD GG

MORTAL KOMBAT II



I doubt very much if Johnny Cage will takes this insult at all calmly. But then, what can you expect from a lizard, eh?

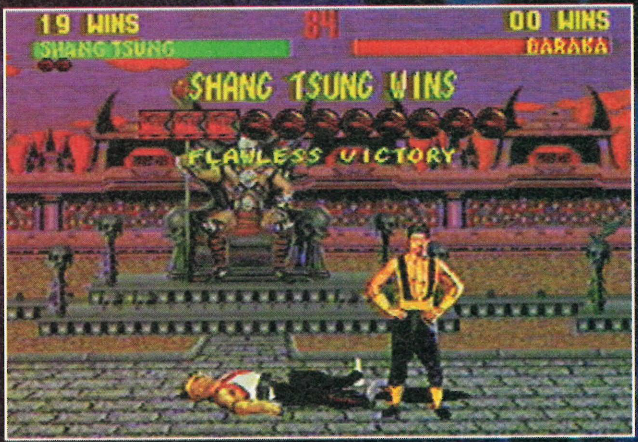


Mortal Kombat II still allows you to pick the same character in head-to-head mode, a true test of the best.

Sub Zero now pisses frozen water onto the ground. Charming.

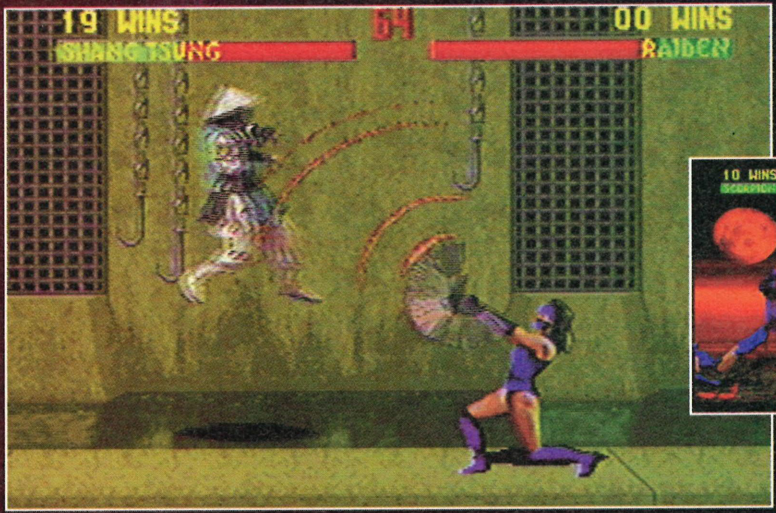


He's not easy to beat, this Baraka. But Shang Tsung can change into any other character to help himself.





The boring Scorpion makes his return to arena against Kitana, a new female character.



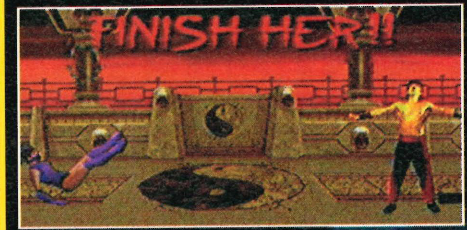
Shang Tsung has a crack against good old Raiden, the Thunder God. Some hope.



Scorpion pulls a fast one on Kitana. But she'll be back, you can be sure.

FRIENDLIES, BABIES AND FINISHING

All the funny bits from the arcade version have been included - the babalities and so on. And of course, the fatality moves. We have managed to get hold of a couple shots of the (nonviolent) fatalities... Check these out!



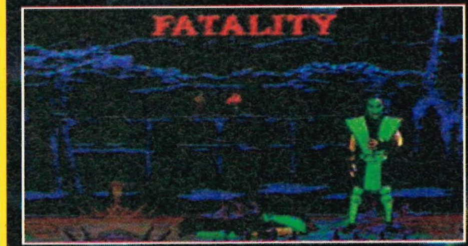
Can you do it? are you skillful enough to pull off one of the following moves...?



Wahey! Old Liu Kang demonstrates the funky moves that brought himthe friendship title!



Kitana's death move involves pumping up the action at bit...



Reptile reveals his true colours after succesfully killing an opponent.



Yes, the Babality moves are IN and waiting for you to find the combination!

MILEENA



Wasn't there a character called Mileena in *Total Recall*? Didn't he speak with an Austrian accent, big lad, about 6ft tall? (Joke). Anyway, another new character! Her moves include elbow, ground roll, teleport kick, sai throw, babality, Pit fatality, friendship fatality, stab fatality and inhale fatality.

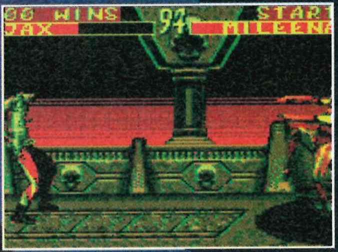
BARAKA



A new character and already a huge hit in the arcades. He's a bit of a devil and has a real tooth problem. His moves include backhand, double kick, blue bolt, blade slice, blade fury, babality, Pit fatality, friendship, head chop fatality and stab fatality.



Jax versus Jax might seem like an uninteresting battle. And it is. (Still, it's good seeing him kicking a kicking.)



Mileena winds up for a special move against the American hero, Jax. Go get him, gal.

ACCOLADE
£TBA
OUT: SETEMBER

MORTAL KOMBAT II

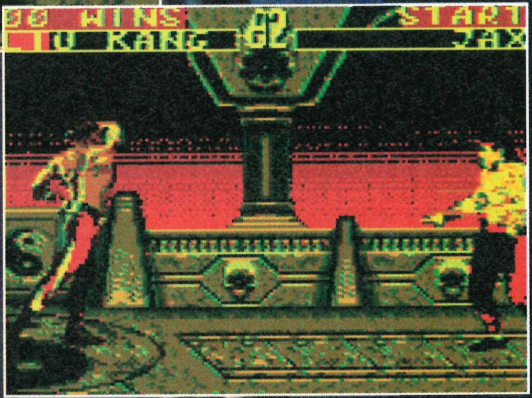
Completion

Ist Impressions

No doubt about it, this is a *Mortal Kombat* sequel to kick the hell out of *Street Fighter II* and *Mortal Kombat* itself. And although this is clearly not going to be a game for the faint-hearted (one of the fatalities has Jax ripping the arms off his opponent while blood spurts all over the place), it does contain enough new gameplay to satisfy those who thought the first *MK* was all mouth and no trousers. I for one will be interested to see how ELSPA rates its first controversial title. But fans of the arcade original will only need to know one thing – it's a better conversion that you could have hoped for...

GAME GEAR VERSION

Apart from the Mega Drive version, the only other one we know about on Sega will be for the Game Gear. This features fewer characters but contains all the moves of the Mega Drive version. It still needs a certain amount of work done on it as it's still a bit jerky but check out the following screenshots to get an idea of what it's going to look like.



Liu Kang moves back out of range from one of Jax's energy bolts.

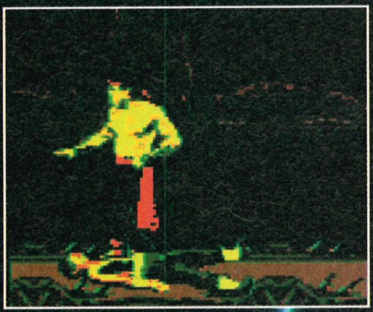




Mileena demonstrates the same moves in the Game Gear as in the Mega Drive.



Sub Zero sports a neat green outfit in this Game Gear version.



Shang Tsung gets a beating from good old Liu Kang. That'll teach him from *Mortal Kombat* 1.



Scorpion gets deep frozen. I think we know what's going to happen next...

Four characters are missing from this – Baraka, Raiden, Kitana and Johnny Cage.





SCORPION

Boring old Scorpion is still around, with a backhand punch, spear, air throw, teleport punch, leg grab, babality, Pit fatality, friendship, fire fatality, toasty fatality, slice fatality. He looks more and more like Hannibal Lecter every day with that weird mask on, doesn't he?



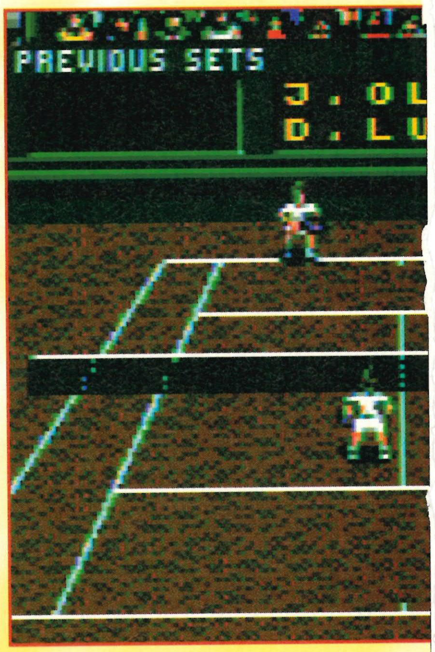
RAIDEN

The Thunder God is back and better than ever. Tes, Raiden survives and brings a mini uppercut, teleport, flying attack, lightning, electrocution, babality, Pit fatality, friendship, shock fatality, uppercut fatality. To think that being a mate of Thor's was once good enough, eh?





A clay court doubles match has just got under way. The big digitised scoreboard tells of a love–15 affair so far.



On a clay court the ball tends to bounce slower yet higher. The score is deuce and it's, um, one–love in games.

Pete Sampras TENNIS

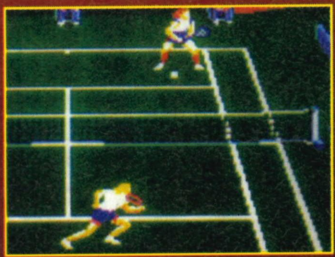
The strawberries will be ripe in August when Pete Sampras makes his crystal screen debut. But just how ripe can this be? Mark Hill takes an in-depth look at this second helping of Codies cream, assessing its chances of making the perfect summer cocktail.

CENTRE COURT

Will Pete Sampras take centre stage? Well, the competition comes in the shape of Sega's *Wimbledon* (48%), and Tecmagik's *Andre Agassi Tennis* (59%). It seems Game Gear owners have been waiting a long time for a decent tennis simulation. Have Codies come up with an answer to the drivel that's out there? Look out for the review in our next issue!



Wimbledon did handheld owners few favours. A sad release.

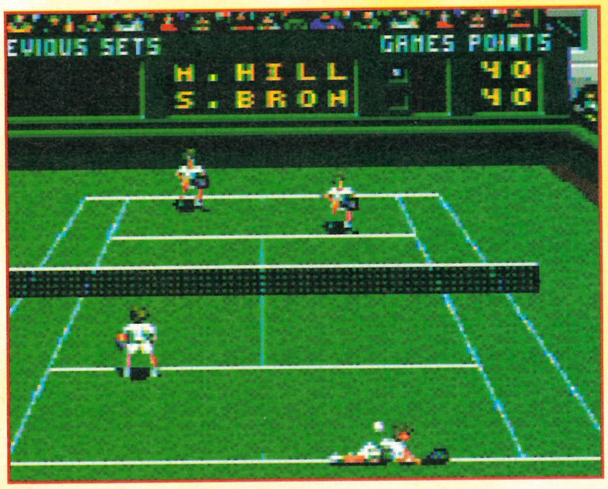


Andre Agassi Tennis. Put it like this, it was worse than snogging Martina Navratilova.

Pete Sampras. He may be the world number one but by God he's ugly. This is just about the only thing we can think of that's slightly dodgy about the guy because this is the conversion of Codemasters's top Mega Drive tennis game which is their first release ever to get an endorsement.

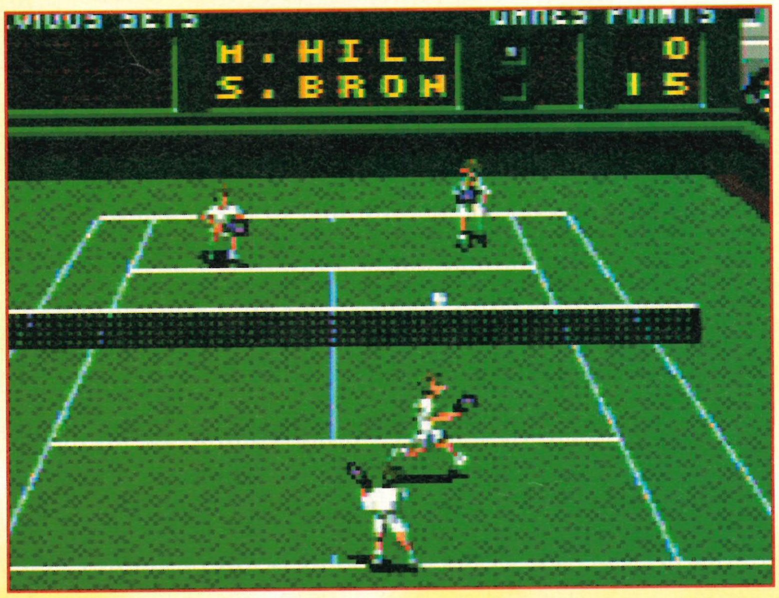
If you remember our Mega Drive review a couple of months ago, we gave this a ProYo and 90% and there's little here which is going to put us off being equally pleasant to the Game gear version. Everything you could want from a tennis game is here (a hackneyed line if ever there was one, but it's true), with superb ball control and the ability to hit some neat angles.

So if you didn't quite have the money or time to get hold of a couple of Wimbledon tickets recently, never mind, because you can keep Pete Sampras in your pocket instead. Just one word of warning – if you're a bloke, don't keep him too close to your balls... SP



Like the MD version, you're able to pull off some spectacular dives to keep the crowd on their feet!

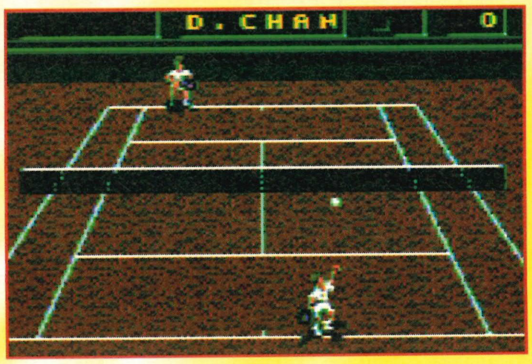
As the man on the back line lobs a high return over the net, his team-mate feels a need to run across the width of the court.

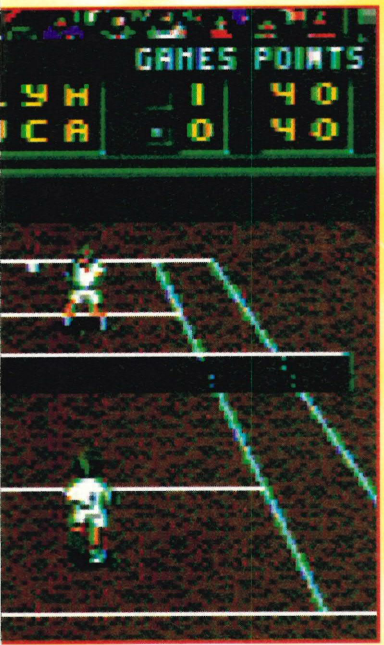




Serving can be done in two ways. Press button 1 to perform a skilful serve, press 2 to do it automatically.

On grass the ball moves quickly, and this makes a long rally a rare occurrence. Ready chaps?

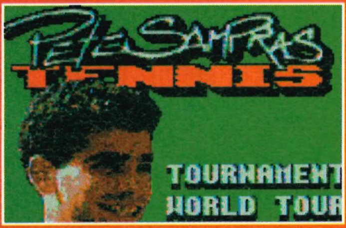




TWO PLAYERS... ONE GEAR!

Taking a closer look at this two-player option, it seems impossible to imagine playing tennis with just one Game Gear. But the Codies have done it! They have yet to come up with a final decision on how it will work, but it's likely the players will take shots automatically. All they'll need to do is get their tennis star into a correct position for each backhand and forehand swing. One player will use the D-pad, while his opponent uses the buttons to move left and right. For a full two-player match with two Game Gears, the Gear Link option will be available as always.

CODEMASTERS
£TBA
OUT: AUGUST

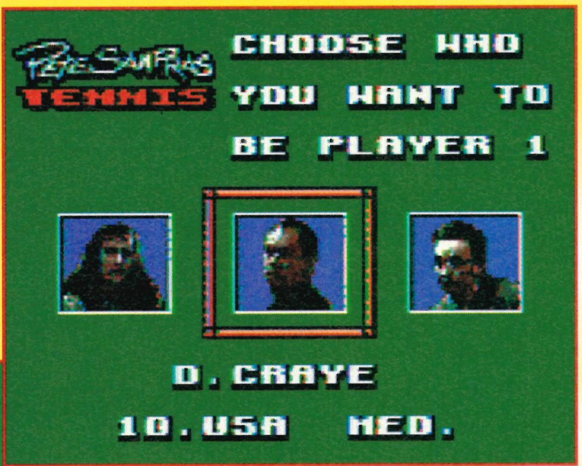


Completion

1st Impressions

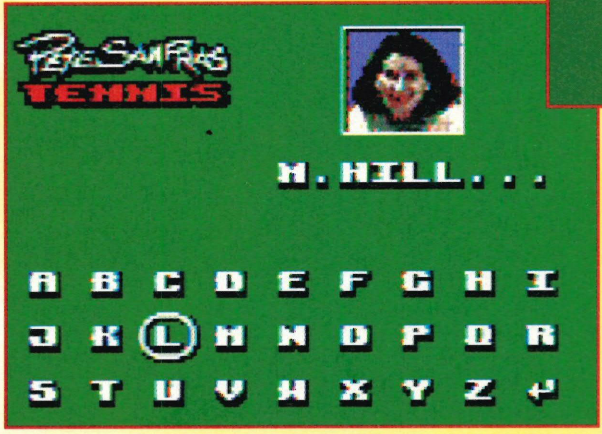
From what we've seen so far, things are looking good (especially the detailed graphics of players' faces and animations). As promised, it will include all the features of the Mega Drive version, including the hidden Crazy Tennis option. A digital scoreboard replaces the absent sampled speech.

If this year's Wimbledon championships help to sell the best tennis game ever for the MD this summer, it could do the same for its 8-bit cousin too. *Sampras* is on sale, August 26, at a price to be announced. Be there.



Choose from 30 different players. Many of these faces are those of the Codemasters team.

Enter your name. Yep, it's true, you really can enter your name... oh, and a password too – for the World Tour, that is.





There are two options you can use during a match. There's a match facts screen, and a slow-motion replay.

ALL IN A GAME

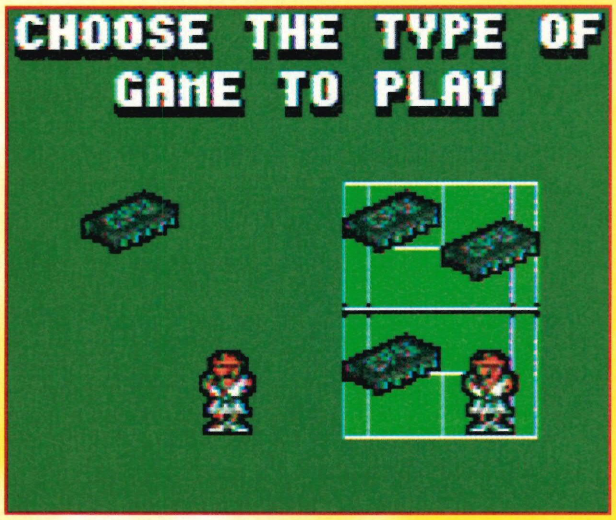
Just like the successful MD version, *Pete Sampras Tennis* has all the options you'd expect in a good tennis simulation. Choose from exhibition, tournament or World Tour competition, then play on either a hard, clay or grass court. Players have many shots at their disposal, and the game is played at an incredibly vicious speed to make matches as realistic as possible.

Featuring over 30 different male and female tennis players, in a ranked order, this seems to have everything you need for a real challenge! Two players can even play on one Game Gear (like *Micro Machines*).

All matches are governed by full Tennis Association rules, and the graphics have been taken directly from the MD version.

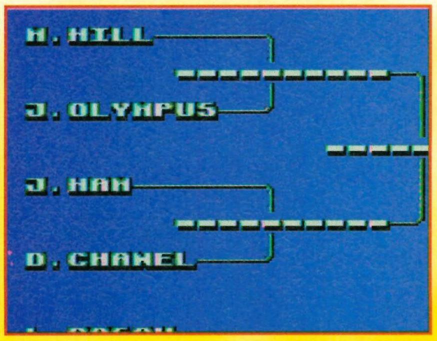


Bring up this statistics screen to show off to the poor player being hammered into the ground.



Choose to play singles or doubles in any combination with two humans and two microchips. Ahem.





Here is a typical knockout table showing your progress from round one to the final.

PREVIEW

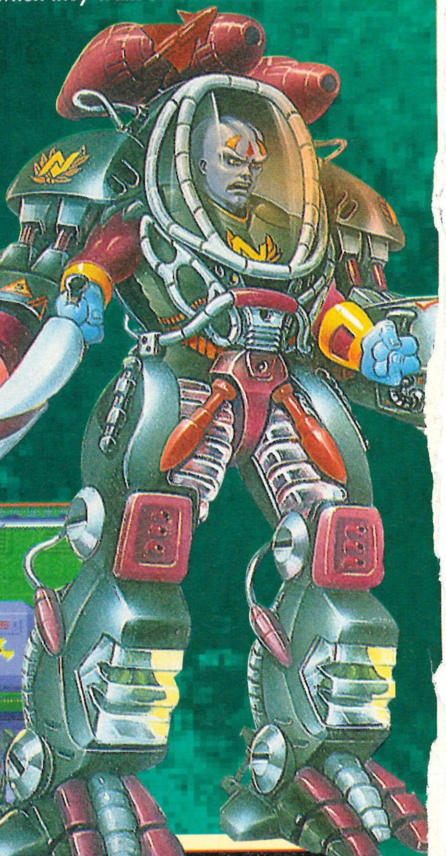
MEGA DRIVE

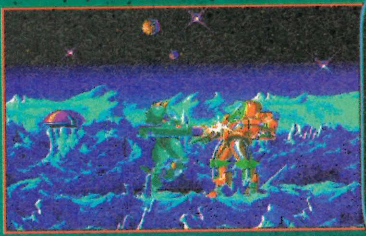
Make ready for battle as the war-torn 22nd Century prepares to step back to the safety of 1994. A multi-tiered action game from the toy company that brought you Teenage Mutant Ninja Turtles, is set to explode in the UK. SEGAPRO's own renegade Jason Johnson foresees the apocalypse.



Focus the sights and pick-off all enemy when they walk on-screen.

EXO SQUAD





Huge mech warriors fight each other in true *Street Fighter* style. It plays as well as it looks, believe me.



Check out the barren cityscape of this 22nd century location.



Oversized explosions are a regular feature, even in the one-on-one mode.



Bashing nine bells out of each other, the E-frame heroes continue their fight on a moonscape battleground.

Based on an increasingly successful cartoon series from MCA Universal, *Exo Squad* is the second release from Playmates Toys Inc. Set to be launched in America this October, it should be in the UK for Christmas. As we prepare to be transported into larger-than-life mobile E-frames and launched amongst the hostilities of the 22nd century, *Exo Squad* is destined to be just a little out of the ordinary.

Three styles of gameplay are incorporated into the *Exo Squad* theme. The side-on beat-'em-up, third-person-perspective shoot-'em-up and standard platform formula have all been used. This, without a doubt, makes things far more interesting than your standard cartoon caper.

Endless supplies of missiles and Acme bullets are at hand. They're fired from the gun-toting E-frames with the idea that you feel as though you're inside one of the metallic monsters. Sounds interesting, eh? Not only this, but your imagination can run riot with the whole game based on the original cartoon story lines. SP

There must be thousands of multi-coloured explosions.



ALL IN A GAME



As well as having a triple-layered structure, *Exo Squad* boasts some extremely attractive graphics. The main sprites are classically oversized, but still move with a pristine quality previously unseen. Richard Sallis, president of Playmates Toys, commented in the original press release that, "The *Exo Squad* video game literally transports players into the cartoon series". So, not only do the graphics have to be of a cartoon standard, the story line will need to be incorporated at every possible opportunity.



Staying here is probably your best bet; it's a tough fight ahead.

A fine example of an oil drum that you can't pick up.

Stand here and fire a stream of missiles and bullets.

The black blocks represent what was previously a brick wall.

PLAYMATES
£TBA
OUT: OCTOBER

EXO SQUAD

Completion

1st Impressions

What a blast! Every level looks and feels completely different: it's like playing three games in one, which may not sound much fun, but somehow it works! Gameplay is on a par with the best cartridge games on the market – you really do feel locked inside an E-frame. The presentation is superb and even though the version we played was extremely early, it contains the basics for what should be a real stunner.



A stroll through platform section reminiscent of a Doctor Who setting.



Green slime oozes through the crumbling brick work of a downtown hotel.

EXO SQUAD – THE SERIES

Set in the year 2119, the *Exo Squad* cartoon series chronicles humanity's mortal struggle against the Neosapiens. It tells of a race of genetically engineered humans who aspire to conquer Earth and its colonies on Mars and Venus. The main characters are Lieutenant JT Marsh and the Exo Squad, fighting to liberate occupied Earth.

An unexpected twist comes to the story when you discover the bad guys, the Neosapiens, were originally created by mankind to be used as slaves. Misery and suffering has led them to revenge, and thus raging battles and adventure unfold in *Exo Squad,* the animated cartoon series.



Is that a blinding explosion or a face full of hundreds and thousands? We shall never know.



A fine example of the spacey shoot-'em-up battleground.

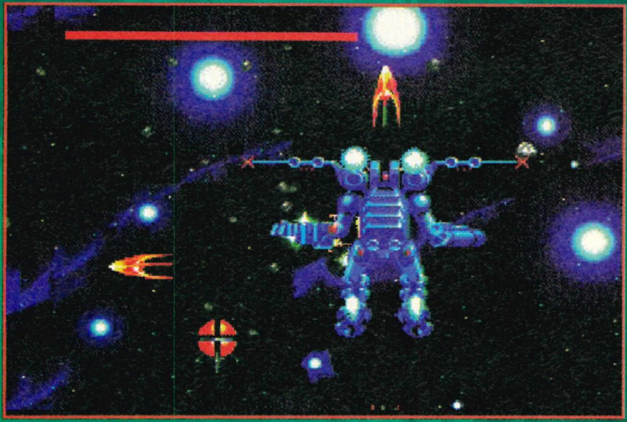
FOUR-PLAY ACTION

Yet another new feature is the dual control mode. Two E-frames simultaneously on-screen provide the setting for furious four-player action. Working as two opposing teams, each competitor must communicate with their partner; one in control of the guns, the other deciding where to move. This, I'm sure you will agree, has the potential to be exhilarating fun.

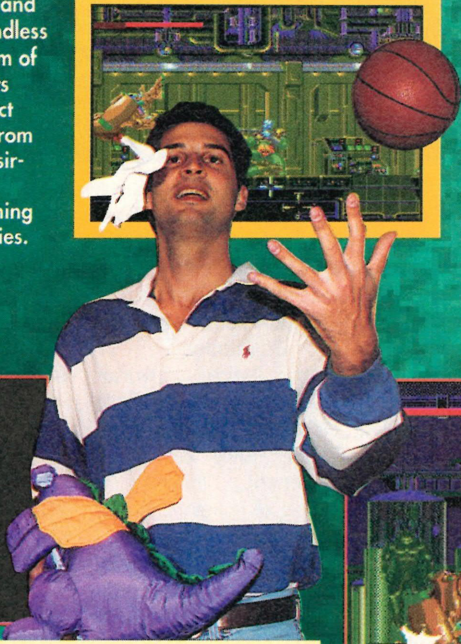




Yet another blisteringly colourful space background to fly through.



Powerful side-firing guns and an endless stream of bullets protect you from undesirable incoming baddies.





As you're swinging left to right, target through the accurate cursors and fire.

The red bar indicates how much energy your E-frame has left.

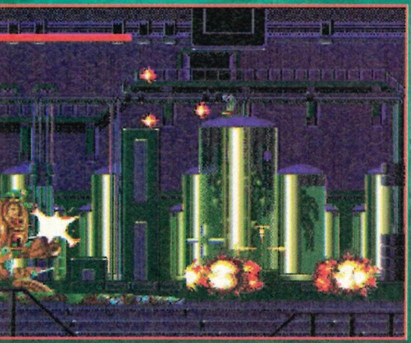


No, you can't walk up the steps and explore the building.

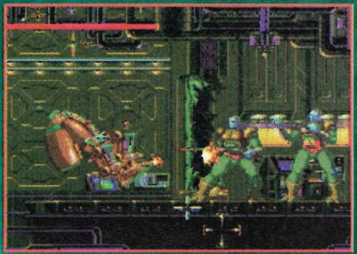


BEHIND THE SCENES

David Perry has been working at both Shiny Entertainment and on behalf of Playmates at Novotrade. Signed on January 6 1993, an agreement between Playmates and David Perry ensured the quality of games to be second to none. Sharing the same vision, that of producing quality video games with outstanding gameplay, Playmates and David Perry hope to lead the way with action figure, animated cartoon and video game tie-ins.



Taking flack from all angles, this E-frame looks as if it's heading for wipe-out.



There he goes, with his life flashing before him.

PREVIEW



MEGA DRIVE

STAR TR

DEEP SPACE

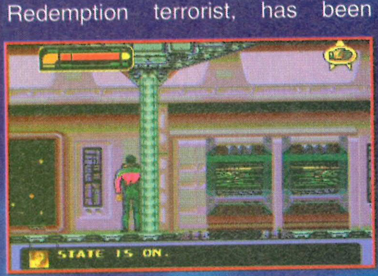
Star Trek: Deep Space Nine is warping onto the Mega Drive over from America. A collaboration between Playmates Toys Inc, Novotrade and ace Aladdin programmer David Perry, this is the game behind the top STAR TREK spinoff television series. Captain Jason M. Johnson reports for duty...





Pulled straight out of the *Deep Space Nine* TV series, Commander Sisko is the main man. He has just learned that buddy Odo, a Redemption terrorist, has been captured. Almost immediately Dax, a concerned friend, gives Sisko a modified tricorder. This useful item helps him locate phaser grenades, turning the courageous commander into a lethal weapon.

Initially taking the role of Commander Sisko, various missions must be completed, usually involving search-and-destroying battle plans. You find yourself fumbling your way around a battle-torn space ship as you develop a feel for the controls. A combination of lifts and secret passages transport you from one level to another but, as you can see from the screenshots, this is just the start of a varied adventure of discovery...



Locating all the different switches can be a tough task. Here you can send the ship into a state of infrared panic.



Taking a quick breather before launching himself into the hostilities ahead, our hero may change his mind and make a sharp exit.

ALL IN A GAME







After the poor Mega Drive adaptation of *Star Trek: The Next Generation*, you may be a touch dubious about another *Star Trek* game. This, I assure you, is not the case. Developed by Novotrade, the world-renowned purveyors of *Ecco The Dolphin*, and overseen by David Perry of Shiny Entertainment, there's a feeling of anticipation surrounding this product.

A stigma has recently been attached to games falling into the side-on, platform adventure category. Plain boring, too easy to complete or lacking any sign of originality are all criticisms of too many recent releases. Will *Star Trek: Deep Space Nine* be any different? We think so. It may not use endlessly dreamy visuals, but neither does the TV series. It's the story line and depth of plot that makes it what it is, not to mention variety and enjoyment value. If the design team manage to bring this to the Mega Drive, it's a sure-fire hit.

Clearly there is a set platform style to Novotrade's game, but just one example of the variety in *DS9* comes when you look at the 'Interception in the Gamma Quadrant' level. Controlling Kira's Runabout, an armed spacecraft, you must avoid a hail of asteroids and locate the Bajoran ship. You then proceed to damage it with a phaser blast and tow it out of the asteroid belt. Finally you clear the area and drag the ship to the entrance of the dreaded wormhole... How many platform games have you played where you suddenly swap to a completely different style of gameplay? Not enough, I'll bet.



Clued-up adventurers may well find a map of the ship extra useful.

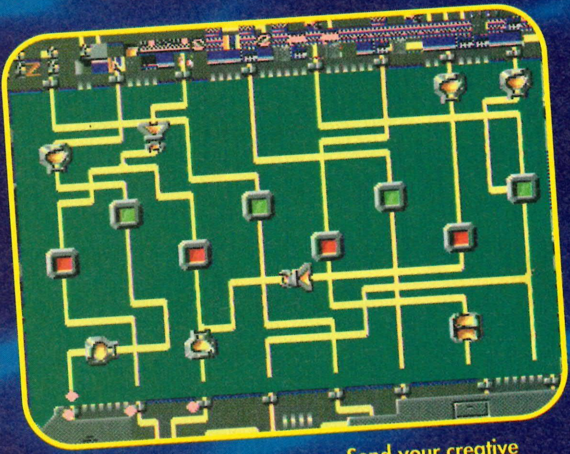


Your quest may take you to many different locations and chasing the Borg is all part of the fun.





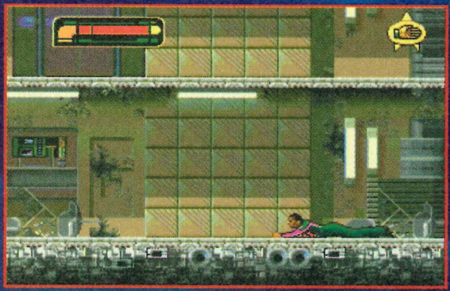
Computer Access Terminals can be found scattered around the ship, so make use of them.



Send your creative answers to: 'What the hell was that screen shot all about.'

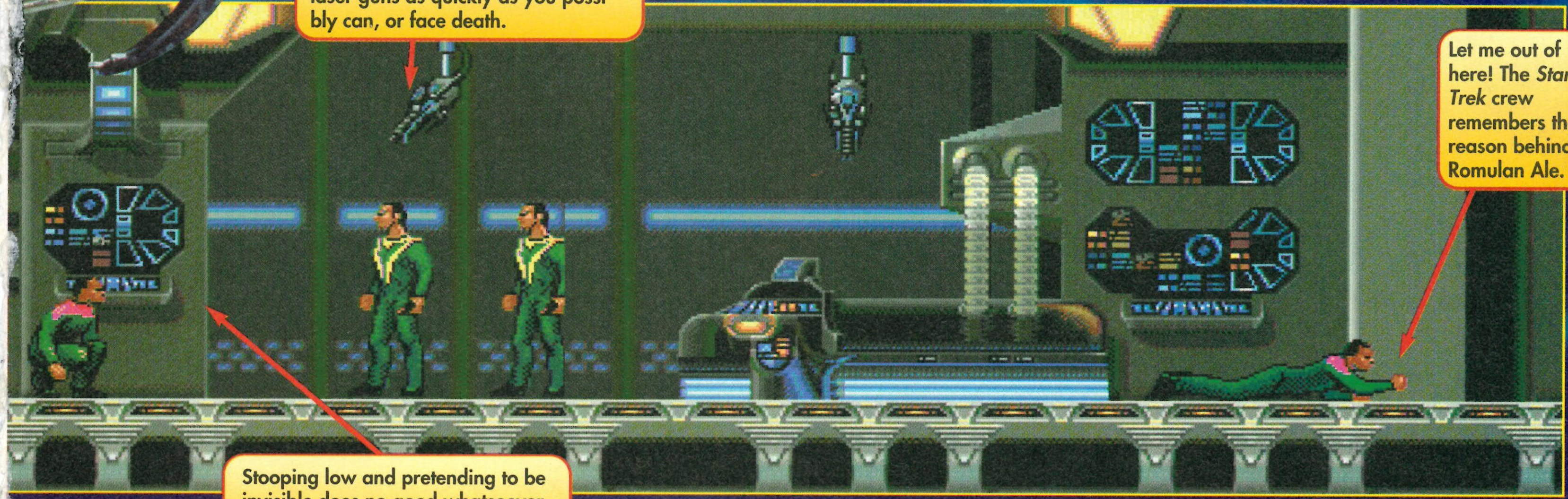
Nothing wrong with the old 'phaser though the stomach' routine.





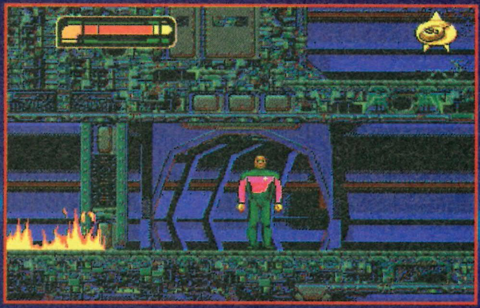
On the far left of the screen you may spot a food regenerator for wholesome nosh.

Firing at all angles, shoot these laser guns as quickly as you possibly can, or face death.



Let me out of here! The *Star Trek* crew remembers the reason behind Romulan Ale.

Stooping low and pretending to be invisible does no good whatsoever. Grab a phaser gun and start shooting instead.



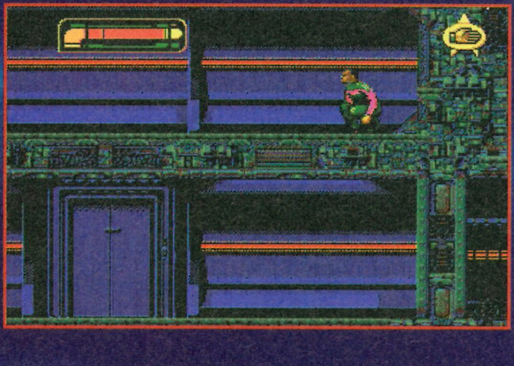
Fire spells trouble and finding the easiest way out is the best bet. Try trundling through the tunnel, directly ahead.

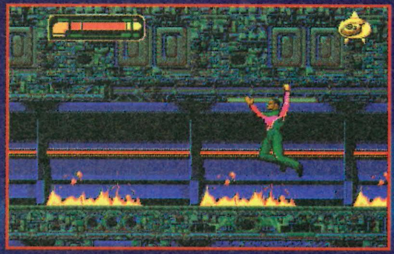
Puts a whole new meaning on the expression "swinging from the rafters."





Fisticuffs is a rare occurrence in the often humdrum life of a *Star Trek* explorer. Phasers are far more effective.





Brave or plain stupid? The crew starts to wonder about the value of all of thse years of sweating it out at Starfleet Academy. You do get to wear some fetching costumes though.

PLAYMATES — WHO ARE YOU?

Playmates Toys Inc is one of America's leading action-figure and toy doll manufacturers. Their key products include *Star Trek*, *Teenage Mutant Ninja Turtles* and *Exo Squad*. The latter may not be immediately familiar to you, but with the console game planned for the end of the year and mass television coverage due to hit the UK, it may well become a household name in the very near future. *Exo Squad* on the Mega Drive is previewed in this month's SEGAPRO.

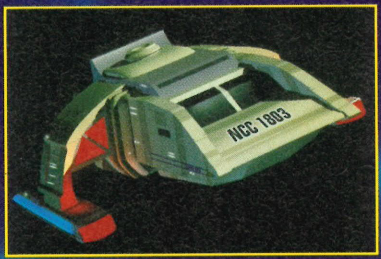
Playmates® PRESENTS

PREVIEW

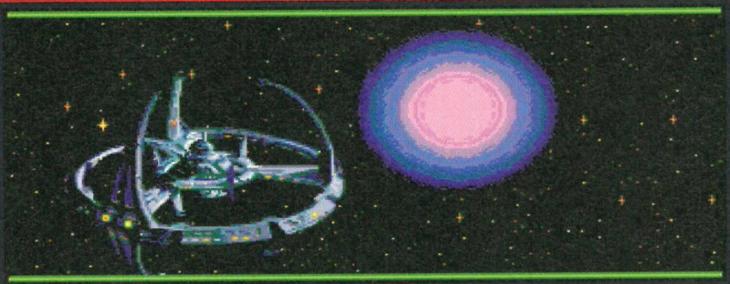


MEGA DRIVE

STAR TREK DEEP SPACE NINE



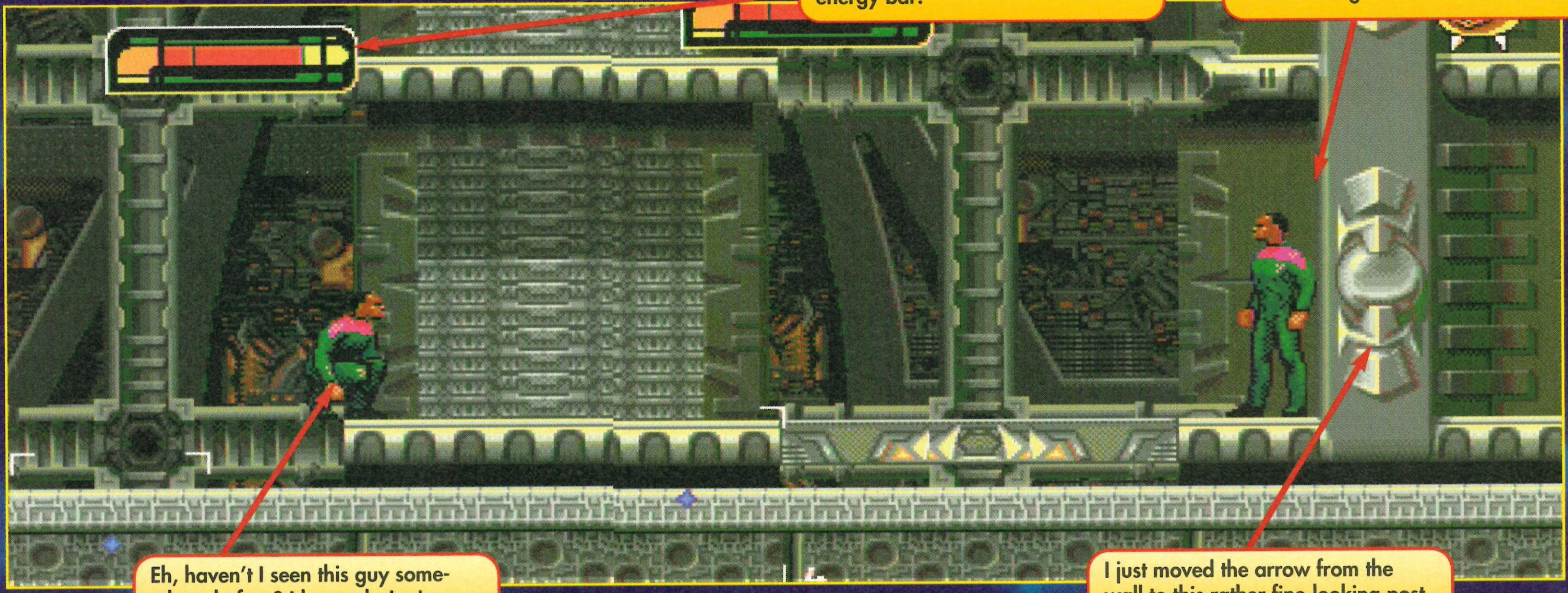
Your trusty, excitingly-designed *Star Trek* shuttle will come in very handy for all those missions where you have to impress alien species with your hi-tech wheels. Or something.



THE WORMHOLE

The Wormhole is a useful black hole. Ships travel through it to enter the Gamma Quadrant. In one level, 'Back Through the Wormhole', you play as Kira, endeavouring to tow a captured ship through the Wormhole to the relative safety of your ship, DS9.





No doubt you'll have guessed this is the energy bar, but just in case you're having an off day, this is the energy bar.

Later stages spring up all sorts of surprises. That's why this guy has such a puzzled look on his face after meeting his twin.

Eh, haven't I seen this guy somewhere before? I know designing sprites can be a bit tedious but this is ridiculous.

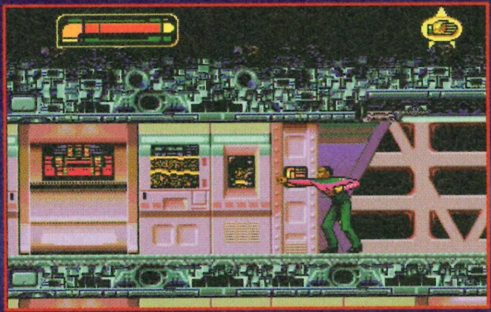
I just moved the arrow from the wall to this rather fine-looking post. Art Deco at its finest, don't you agree? (This is the 25th Century!)



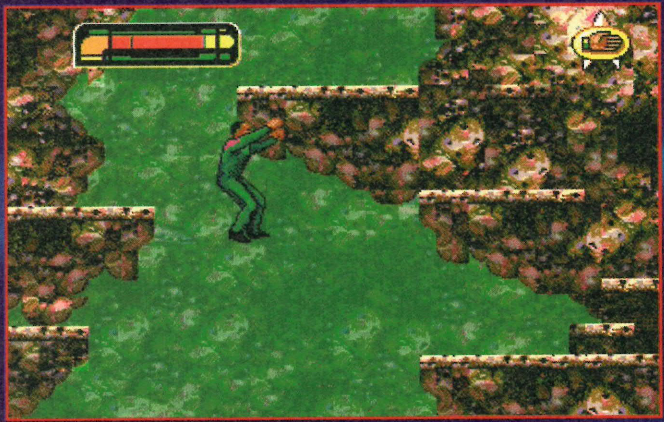
"You ain't got a ticket so you ain't coming in", squeaked the door. Things just get stranger.



To think, when I joined *Star Fleet* I thought I'd end up flying groovy star cruisers



Often frustrating, *Star Trek: Deep Space Nine* throws up one or two puzzling moments.





Fighting never solves anything, but if somebody doesn't listen, what else can you do?

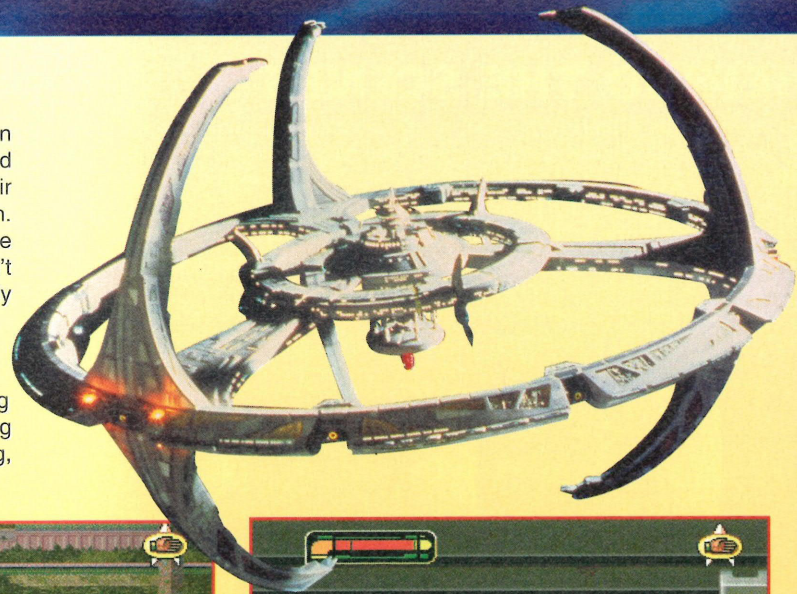
Stallone was a pussy compared to this guy. A cliff-hanging hero through and through.



Bashing unfriendly Trekkies over the nonce helps to find those often useful laser welders.

THE LEVELS

Scour over this selection of screenshots and you'll see there's a fair few levels to trek (!) through. Exactly how many there will be in the finished version isn't confirmed, but in this early edition we counted 18! Ranging from puzzling platform adventuring to reaction-teasing blasting action, there will be something for even the most discerning, or obnoxiously fussy gamer.





Green slime and a walk-through puzzle-finding expedition in a later level.



Haven't we met somewhere before? I'm sure I recognise that hairdo as if it was my own.



Your inventory provides storage facilities for untold numbers of items and weapons.



A little slip-up and Sisko falls to his death and doom. Best going out all guns firing, though.



Hold it right there, stranger. This is Battlestar Galactica and you're not dressed appropriately. Get him, flunk.



The fitness circuit inside the ship's hull provides Commander Sisko with his daily jog.



A blast of shoot-'em-up action from one of the more outrageous later stages. Fierce blasting at its finest.



Chase the comet and survive long enough to obliterate it out of the sky. Go Commander, go.

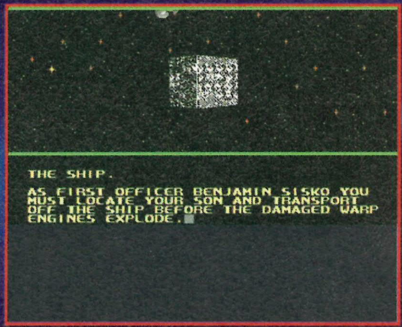
PLAYMATES
£TBA
OUT: OCTOBER



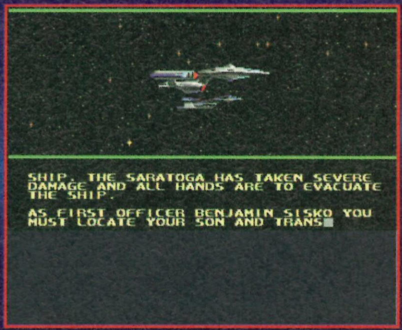
Completion

1st Impressions

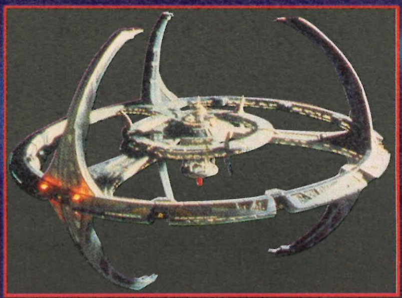
Impressed would be an understatement. This is shaping up to be THE *Star Trek* game we have all been waiting for. Gameplay is deep enough to keep you occupied for hours on end and the whole product has an enticing feel, even for non *Star Trek* fans. The graphics are of an unusually high standard and with the right sound FX and background music you could feel completely engrossed. *Star Trek: Deep Space Nine* is, even in its very early state, an extremely promising piece of software and will undoubtedly warrant an official UK release early next year.



A quirky screenshot to let you in on the story (isn't that a Borg ship?). Isn't Sisko a little bit like Sicko? Just what's goin' on?!



Another quirky screenshot telling you the story line and what to do in the second section. Thanks.





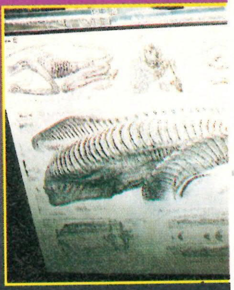
MEGA CD

BEHIND THE SCENES

Lurking behind the terror-ridden walls of Mike Dawson's house and at every imaginable location are examples of H R Giger's original fantasy artwork. Graveyards, underworld caverns and animated sequences of the scariest kind are waiting to be discovered.

Persuading the Swiss extrovert to release his treasures into the hands of Cyberdreams was no easy ride. The finest example of this came when six months was added to the year-long development programme – Giger rejected computer images scanned from unoriginal drawings and insisted that only his personal work was used. Everything else was scrapped.





DARKSEED

EXCLUSIVE

Load this disc into a Mega-CD and the black box may mysteriously grow legs and run out of the room, screaming blue murder! As Jason found out, anything is possible in Cyberdreams' H R Giger epic, Dark Seed.

Critical acclaim was heaped onto the original Amiga and PC versions of *Dark Seed* as the game swept the country by storm. Recently followed by PC CD-ROM and CD32 versions, with the extra storage space enabling the addition of sampled speech, its full horror is now set to be unleashed on the Mega-CD.

You play Mike Dawson, a journalist who's just moved into a close-knit American community. His Victorian-styled mansion may look beautiful, but sinister secrets lurk in every corner. You are challenged to enter a terrifying nightmare where the struggle between good and evil has reached epidemic level, and return life back to normal. Fail and you will suffer a fate worse than death – eternal condemnation to a grotty prison.

Using the point-and-click controls you must search high and low for items that will help you progress into the dark world. Clues are hidden at random locations, but you can be sure everything you do will cause a reaction: sometimes the hints are useful, other times you'll wind up in prison. Whatever happens, spend too long searching for answers and life will never be the same. SP



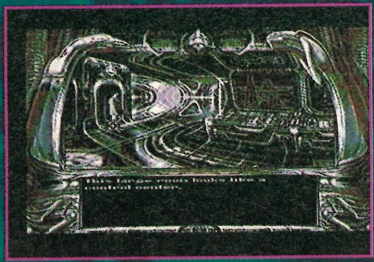
Mike Dawson trips the light fantastic as he stumbles across a spooky looking room full of haunting spirits.



You are looking at the Keeper of the Scrolls. Listen carefully, this is the only help you'll be given.



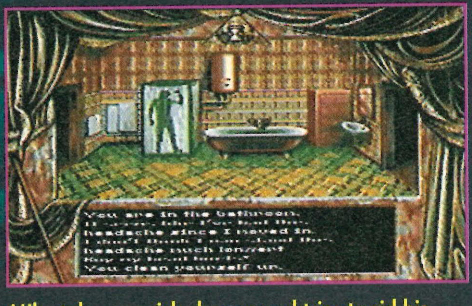
A demonic figurehead takes a good long toke from the peace pipe.



One of the first areas you enter when you stumble across the inner world.

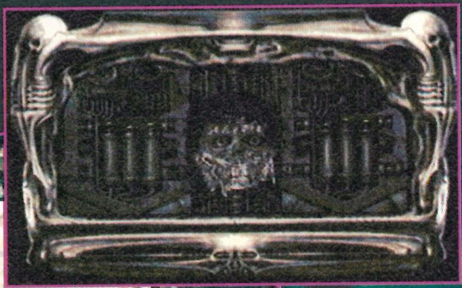


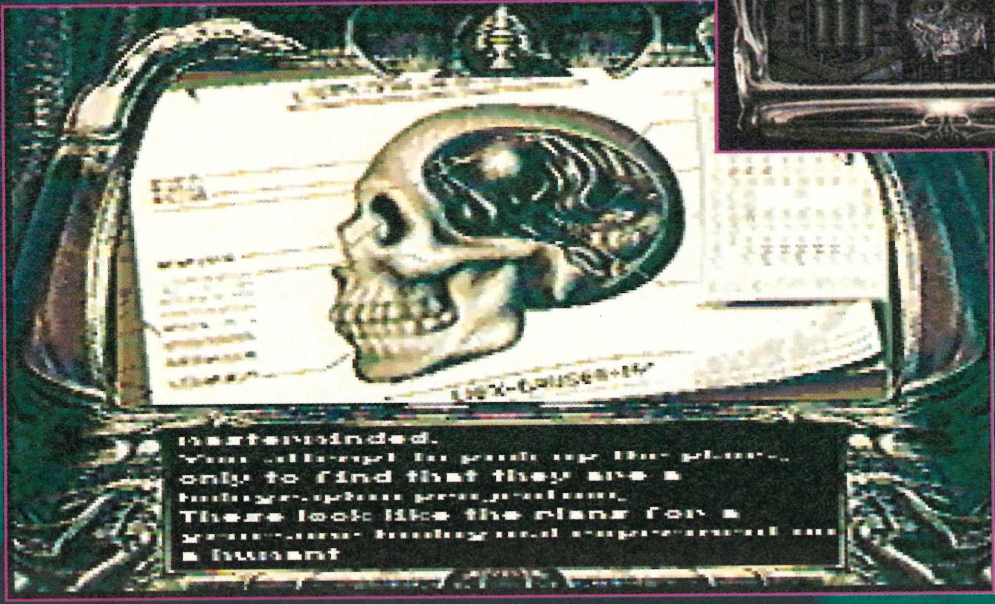
Mike is standing above an alien landscape catching a face full of cold alien wind. Yeah, right.



Mike takes a quick shower and tries to rid his head of a thumping headache.

Right: Melting flesh drips from an imprisoned face.

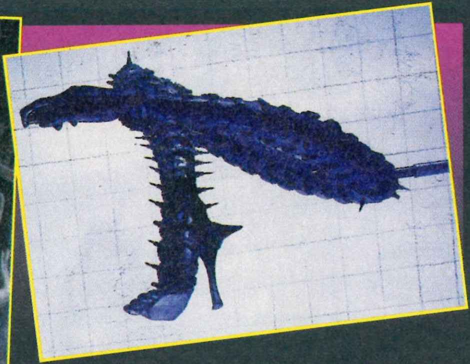




I'll be honest and say I have no idea where this screen is from. Could it be another diagram of the Game Brain?







DARKSEED

CYBERDREAMS
£TBA
OUT: SEPTEMBER

Completion

1st Impressions

The first time I ever played *Dark Seed*, on the Amiga, it was a torturous task. Yes, it looked absolutely stunning and dragged you by the scruff off your neck into its frightening atmosphere, but constant disk swapping was a little tedious. The Mega-CD version overcomes this problem and with the addition of horrifyingly realistic sampled speech and a thrilling intro it's unbeatable. As has so often been said of *Dark Seed*; it's the ultimate nightmare.



Intuition is nearly always right, so don't even think about going in there, Mike. You won't come back.



Whilst waiting around the house there's the odd messenger's parcel, just to keep you on your toes. Expect to see some 'not so nice' animation sequences.



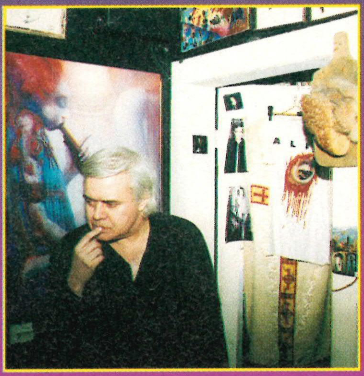
She's back, but will she be as helpful as last time or give you a red herring?

H R GIGER

Quoted as being "brilliantly perverse" H R Giger is not your average artist. Born in Chur, Switzerland, he grew up creating various sculptures and drawings using a variety of materials. His weird bio-mechanical style soon earned him worldwide acclaim and many pieces are now displayed at the finest galleries.

One day he was approached by Ridley Scott. Looking for a creature to feature in his latest movie, Ridley spotted Giger's art book, Necronomicon. His request was simple: "shock me!" And so Alien was born. The rest is history.





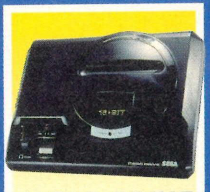




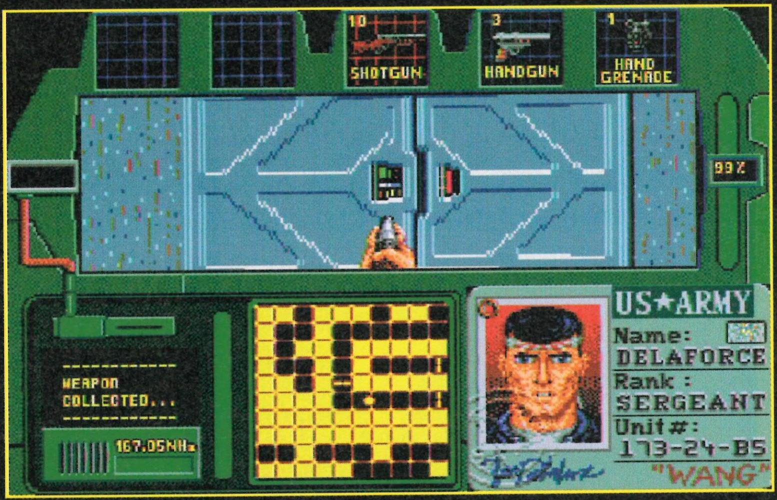
The house where it all starts; Mike Dawson's recently purchased mansion.



I don't like the look of this, and if Mike's got any sense he'll search around and get out of there quick.



Ever felt destined to self-destruction and overcome by a strong desire to change into a gun-toting homicidal maniac, just for the day? A warmongering Jason Johnson lets loose, or should that be 'is let loose'?, on Accolade's latest.

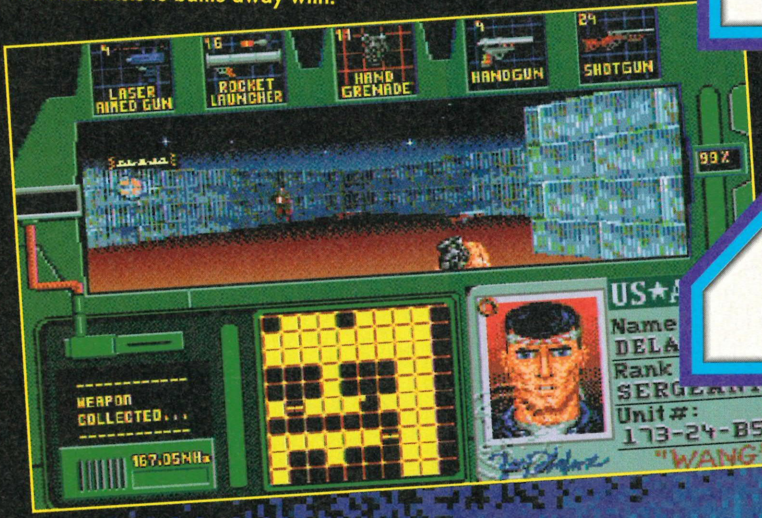


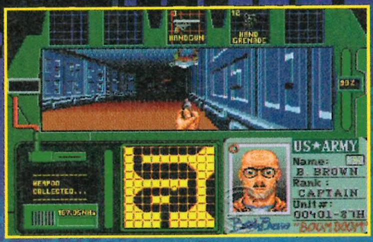
Stumped! Doors are a real pain. They need to be opened, and when you do you're attacked by a band of aliens.



Left out in the cold with nothing but a pair of hardened fists to battle away with.

ZERO TOLERANCE



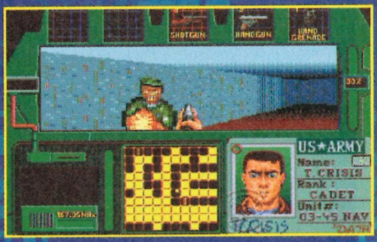


Remember Alien? Nasties appear at all sorts of awkward places, so keep those eyes orange-peeled.

Mindlessly violent games like this don't need an in-depth story line, they're death, blood and gore through and through – what more do you need to be told? Oh, all right then... Once upon a time there was a mad, mad commander who wanted to kill lots and lots of soldiers, just for the sheer hell of it. No, really.

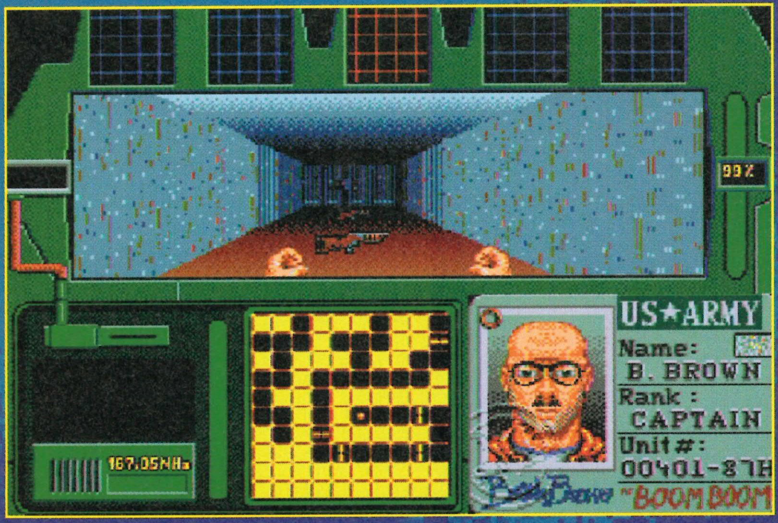
Meanwhile, back in the real world, alien mercenaries have invaded a 'humans' colony and it's your job to wipe them out. Various weapons are scattered across the huge concrete-scapes and with any luck you'll find them in time. Otherwise it's plain old fisticuffs, and they don't stand up too well against a sub-machine-gun.

Apart from stating the obvious fact that Zero Tolerance is a new concept to the Mega Drive, a neat two-machine link-up incorporates two-player foolhardiness at its best. This really is a 16 Meg cart to be reckoned with. Now, where's that old blunderbuss I hid under the desk? SP

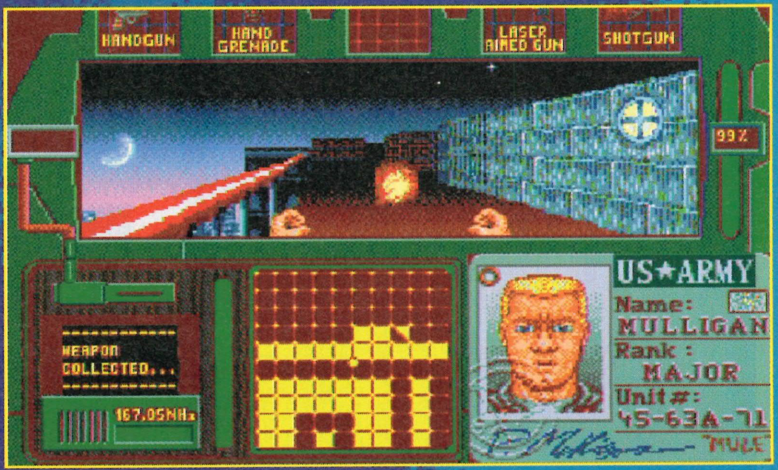


Attack! Attack! Attack! Keep those bullets flying and you'll see another day.

Travelling up and down the lifts is a useful diversion if you're under heavy attack.



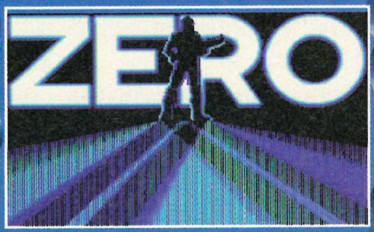
Keep your eyes peeled for machine guns and other useful items scattered around the corridors.





First Aid power-up kits are found in all manner of unexpected locations.

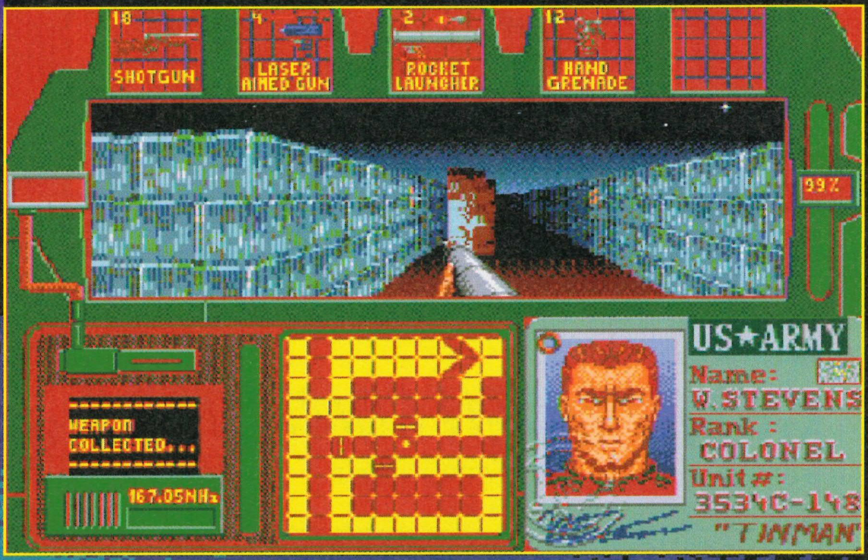
ACCOLADE
£TBA
OUT: SEPT

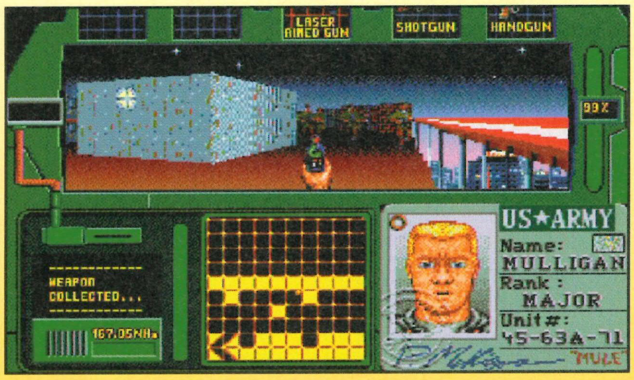


Completion

1st Impressions

Mega Drive owners, until now, have been starved of anything resembling Wolfenstein 3D or Doom. Now, I am pleased to report, this is not the case. Zero Tolerance is an engaging battle through graphically ingenious scenarios, dishing up captivating gameplay with an unenviable task of killing hordes of dangerous misfits. Phew!



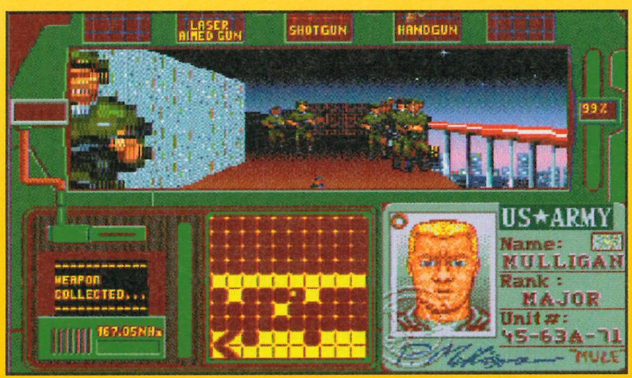


Rocket launchers are far more effective than most of the other weapons. No kidding.



BARMY ARMY

When the going gets tough, you either get tough, or get going. Running scared rarely works: before you know what time the six 'o clock news is on, you're surrounded by a gang of 10,000 murderous maniacs. All the fun of the fair without the prison sentence or subconscious hang-ups. Zero Tolerance is brill.





A detailed map is at hand, so when you lose your direction things may seem a little clearer.

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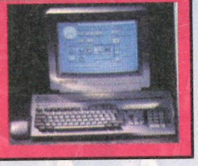
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RELEASE INFO: All you need to know to track down and buy your copy.

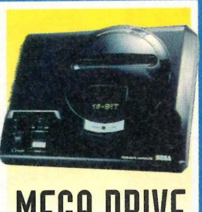


THE REVIEW: The clearest and best reviews. We aren't on an ego trip!

PROTIP BOX: An invaluable hint for those tricky playing situations.

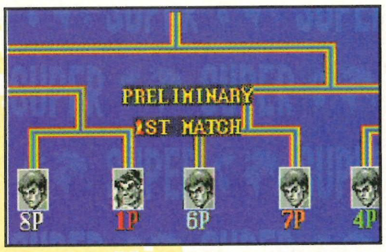
BOX-OUT: Giving additonal detail about the game; its features and development.

PROSCORE: Provides you with a clear buying recommendation.



REVIEW

MEGA DRIVE





These are two of the challenge modes. On the left is the tournament, on the right you have a knockout contest.



Ryu pulls off a 3-hit combo. This is one of the new bonuses you can receive during a fight to help turn on the style!



Three years ago, *Street Fighter II* was born. It sold the SNES as the ultimate beat-'em-up package, and then went on to steal 50% of all UK arcade takings in one year – an incredible feat. Now Capcom are releasing *Super Street Fighter II* on the Mega Drive. Can four new challengers, a new points-scoring system and a few new options tempt you to part with wads of cash? Its arrival is sure to attract worldwide interest, but does it deliver that killer punch?

The *Street Fighter II* craze has undoubtedly settled down since its explosive arrival on the console scene. When it came out on the SNES, people across the world would sit their in their homes, transfixed by the screen for hours in domestic streetfighting competition.

It was a beat-'em-up that got the adrenaline flowing. Smooth sprite animation, bone-crunching moves, technical combos – it was everything a fight enthusiast needed, including 12 different characters who gave the game more personality and a feeling of rivalry!

Super Street Fighter II has been tweaked both in the graphical and technical departments. More colours, more detail in the sprites, four new scenes – the changes are significant. Gameplay improvements come in the shape of new moves for Cammy, Fei Long, Dee Jay and T Hawk (see New Specialities) , plus a rewarding new scoring system.

'First attack bonus' throws points at the player who can draw first blood, 'recovery bonuses' are awarded for those who can get out of a dizzy spell unscathed, and the 'reversal attack bonus' offers yet more points to players with an ability to pull of a special move in a recovering position.

Combinations bring out the style in a fight. For Ryu, a dragon punch is rewarded with a 3-hit combo bonus. Sneak the simple punch in first, and it's a 4-hitter – even better!

I was surprised at just how much more there is to this sequel. As well as having four new sets of moves to try out and surprise your novice opponents with, many of the original fighters have new moves too. Ryu can now throw a red fireball to flame his opponent, and Ken has a flaming dragon punch that's utterly devastating to see as well as pull off! I like it, it's as if new life has been injected into these fights – the many fans of *Street Fighter II* will be keen to discover the new additions to such a classic.

For the high price this will retail at here in the UK (around the £60 mark), there's a question mark over whether the extra features are worth forking out for. But I enjoyed the game immensely. The new challenges – where you can take part in knockouts, group efforts, time challenges and combo competitions – keep the interest there just that little bit more.

Bringing everything together, from a simple fight, to all the bonuses and special competitions, players can build on a style and get rewarded for the extra effort (like the hit combos flashing onto the screen as soon as the combo is pulled off). The extra points just give you even more reason to boast about a victory!

Apart from the microchips in your cart suffering from a sore throat (the sound is surprisingly rough), everything is here to ignite the world in yet another *Street Fighter II* frenzy.

Capcom have kept their promise and kept up with the arcade machine's progress by bringing us yet another classic conversion of the world's most playable beat-'em-up ever.

Mark "Uppercut" Hill

Protip

TRY OUT CAMMY'S SPECIAL MOVE: HER HIGH KICK. PRESS THE D-PAD TOWARDS, DOWN AND THEN TOWARDS-DOWN, FOLLOWED BY THE HARD KICK BUTTON. IT'S A REAL KNOCKOUT TO HER OPPONENTS!



NEW SPECIALITIES

CAMMY



CANNON DRILL – down, down-towards, towards and kick.



FRONT KICK – towards, down, down-towards.



SPINNING KNUCKLE – away, down-away, towards.



T. Hawk gets rewarded with the 'first attack bonus'. Are you any good at drawing first blood?



The introduction shows a front view of Ryu throwing a fireball at you!



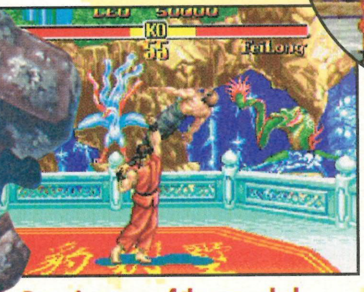
T. Hawk bashes barrels to bits during one of the original bonus rounds.



Now Ryu can pull off a Red fireball to turn you into a flaming corpse.



Can you receive a 'Recovery Bonus' by getting out of a Dizzy spell?



Ryu gives one of the new challengers a simple uppercut to put them in their place!

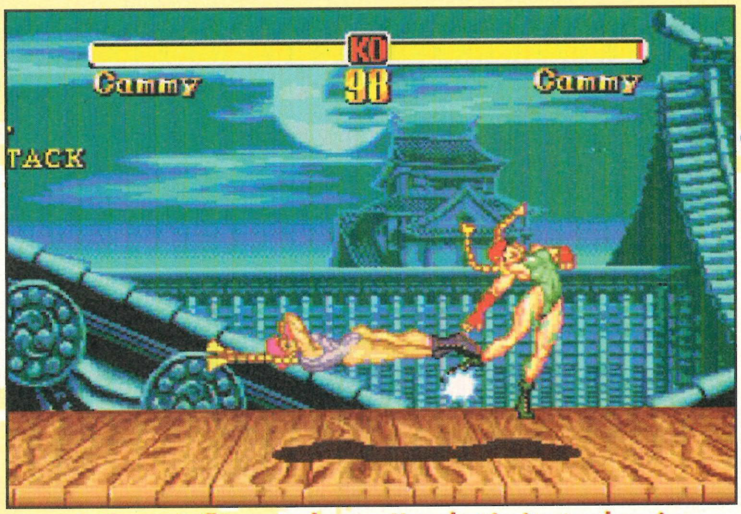


There's a 'Points Match' option to go with all the other new challenges.





Cammy is awarded with points after pulling off a 'First Attack bonus'.



Cammy's Cannon Drill is a superb move. Here she tries it out on her mirror image. As you can see, the results can be quite stunning.

DEE JAY



DOUBLE DREAD KICK – away for two seconds, then towards and kick.



HYPER FIST – down for two seconds, then up and punch.



MAX OUT – away for two seconds, then towards and punch.

FEI LONG



REKKA KEN – away for two seconds, then towards and kick.



RISING DRAGON KICK – away, down, down-away and kick.

T. HAWK



THE HAWK – jump in the air, then hold all three punch buttons.



THUNDERSTRIKE – towards, down, down-towards and punch

SEGA
£TBA
OUT: JULY

SUPER STREET FIGHTER II The New Challengers

CART SIZE: 32Mbit
PLAYERS: 2
STAGES: 16
SKILL LEVELS: 8
FEATURES: continues
CONTACT: Sega (071) 3733000

PROVIEW

JASON
This packs even more punch than the first *SF II*. Still, it's nothing original

PHIL
I always get beaten up, but I still want to come back for more.

NICK
A good game, but worth yet another £60? I wonder. Only for *SF* fanatics.

PROSCORE

GRAPHICS 90%
▲ Superbly drawn sprites, very smooth to control and spectacular to watch.
▲ The backdrops are painted very well, portraying the cultures of the fighters.

SOUND 82%
▲ Some of the moves are accompanied by real hard-hitting sound FX.
▼ Much of the sound, particularly the garbled speech, is poor.

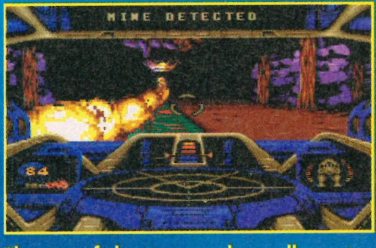
GAMEPLAY 92%
▲ The four new challengers and new moves breathe new life into this.
▲ A selection of new bonuses makes every fight even more of a contest!

CHALLENGE 92%
▲ The greatest one-on-one fighter ever! Domestic competition is a must!
▲ Plenty of different challenges – combo bonuses, tournaments, new moves…

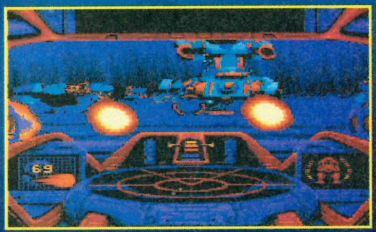
90%

A significant improvement over *SFII: SCE*. The new challengers fit in well with the original 12 to make this another world-beater.

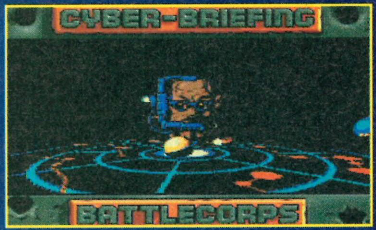




These roof shooters can be really nasty. What a nightmare.



These bad guys are rendered quite beautifully. Don't stop to stare for too long though.



Each level starts with a neat speech-based briefing from the Chief, explaining the objective of each mission and some hints about how to manage.

It's the year 2064. The Corporate Wars are in full spate and new hyper-powerful weapons are being deployed. To power these instruments of mass-destruction, the rare alien element Meridium is needed and it's only found eight light years ways on the ghastly planet Mandlebrot's World. There, robots under the control of MOSES (a computer) do the work while colonists sit back and drink themselves silly. One day a rival mining organisation infects MOSES with a virus and all hell breaks loose. The colonists are in danger of getting roasted; so it's time to call in the Battlecorps!

Forget *Silpheed*. Forget *Wing Commander*. Forget *Thunder-hawk*. Forget the lot of them. *Battlecorps* is the most incredible Mega-CD game I've ever seen. Core Design's CD development team have put all those other expensive collections of talent across the world to comprehensive shame.

The idea of the game is to stride about a variety of landscapes in your Walker, shooting the out-of-control robots, picking up a variety of power-ups and so on as you work your way towards the final confrontation with the now completely bonkers MOSES computer.

But before I mention anything else, let's talk about the graphics. *Battlecorps* uses the same game engine as *Thunderhawk*, allowing superb sprite scaling on 'real time' backgrounds. The sprites have been rendered this time though, and the combination of their quality plus the scaling has created graphics which are, frankly, astonishing. Core have also avoided the trap *Silpheed* and *AX101* fell into (with their non-interactive backgrounds) with full movement around the landscape. There's been a lot of attention paid to small details too, like the slight up-and-down movement of the screen as your Walker strides across the landscape. Take a look at the Aqua level screenshots to appreciate the other details, including sea anemones fluttering about, bubbles, and fish swimming around.

The game comes with a standard outfit of 13 missions with one objective per mission. As in *Thunderhawk*, there's a wide variety of locations, from Aqua, to Lava and so on (see box-out for a few of them) and each location affects your ability to perform in some way. For instance, in the Lava level you have to watch your

PROTIP
REMAIN AT A DISTANCE AS YOU TAKE THE MINING ROBOTS OUT. ALSO, BE CAREFUL OF MINES (YOU CAN ROTATE YOUR GUN TURRET TO FACE THE OTHER WAY AS YOU CONTINUE TO WALK FORWARDS).



Watch out for the radioactive crates scattered around the place.



The first level. As you can see, it makes no difference to the violence.



Try unleashing a few missiles against these guys. They'll die after two hits.

THE BATTLECORPS

Who are these superheroes? Well, apart from being the most suicidal bunch of headcases ever to step foot in a room, they're the galaxy's A1 top Cybernautic troubleshooters. Just what does this mean? Well, you see the Walkers these guys drive are teleoperated – ie they aren't actually really sitting in the Walker at all but are piloting it from orbit. So when you lose a life, just select another character and get on with the game,



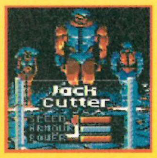
BECKY OJO

Being the only female in the group could cause problems, but not our gal Becks! Known to skin people alive just by using her eyesight – and not averse to sharpening knives on her fingernails – this is a lady who makes Sonja Blade look like a primary school teacher.



DIKA A'JANG

Dika is an alien with an attitude, mostly caused by people taking the mick out of his name around the Battlecorps HQ. To counteract their slurs, he's built his body to the kind of state that gets lesser individuals arrested for lack of planning permission. Harder than a 14ft concrete statue of Arnold Schwarzenegger.



JACK CUTTER

Jack is the kind of sensitive, sharing New Man who kills people when he's called sensitive and sharing. Inspired by Judge Dredd, he now wears the kind of shoulder pads that totally restrict all movement of the upper body. But he's so hard he can kill with his toes, so that's OK.

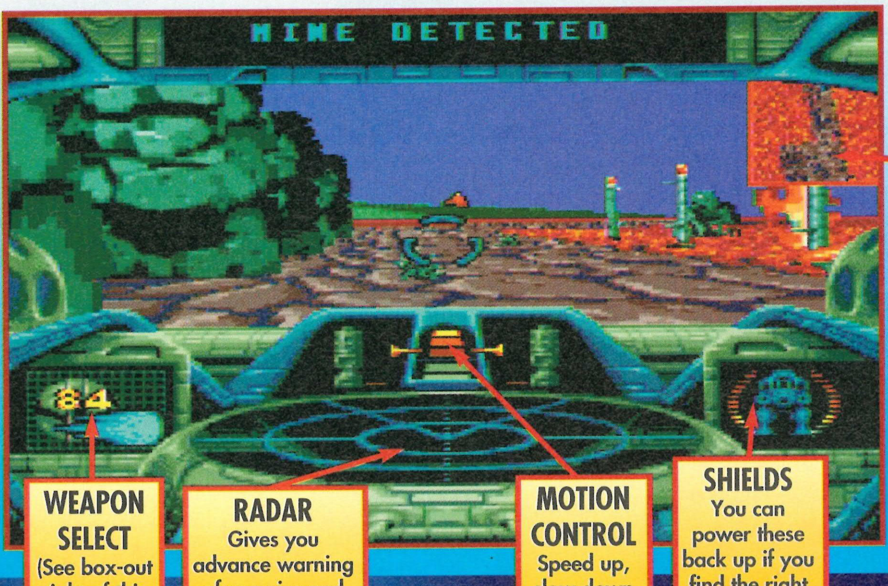


LT CALGARY

When Calgary isn't shouting at his team, he's orbiting in a spaceship shouting at his team over the radio. Off duty though, he's the sort of ace boss who buys all his team a drink down the pub, whilst forgetting to warn them that the booze is laced with rat-poison. Death would be too good for him if it was quick.

BATTLE

COCKPIT VIEW



MAP

WEAPON SELECT (See box-out right of this screenshot)

RADAR Gives you advance warning of enemies and mines.

MOTION CONTROL Speed up, slow down or stand still.

SHIELDS You can power these back up if you find the right pick-up.

heat level carefully. Getting too close to the open lava pits will cause you to melt if you hang around for too long. And the Aqua level means some of your weapons are unavilable (your flamethrower is an obvious example).

There is no shortage of baddies either, from floating mines which explode if you get to close to them, to huge robot mining vehicles and swivelling fixed laser turrets. Most of them can be killed pretty easily, but it's a good idea to conserve your ammo where possible.

Shield power-ups are available and you will have to perform certain operations in order, if you are to progress properly. For instance, switches have to be pulled to deactivate shields to allow you access to certain areas. And in the Aqua level two, your job switches to defence as opposed to the usual offence.

An honourable mention must also go to the music. There are no wimpy keyboards here – listen to the screaming rock guitar on the Lava levels and the dreamy ambient sounds in the Aqua parts of the game. The CD has been used well.

In summary, this is a clear demonstration of the world-class quality of our home-grown programming talent. This is a superb title – *Battlecorps* is going to kick ass.

Nick "wow" Merritt SP

THE LEVELS

Here are a few of the levels. As you can see, they range across a wide variety of enviroments and each location affects the gameplay in some way.



AQUA: Takes place under water. Watch out for the fish!



CAVERN: Roof-mounted baddies are very nasty!



CYBER: The last level. Your chance to kill MOSES.



LAVA: The first level. Watch your heat readings.

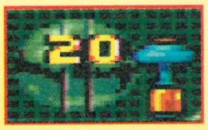


SEWER: Going underground has never been this risky.



SNOW: Time for a snow fight! Nice and easy.

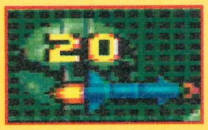
WEAPON SELECT



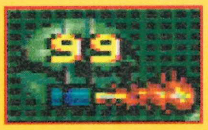
MORTAR – there is also a TRIPLE MORTAR available.



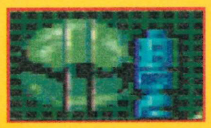
FIREBALL – A nice, big gun.



MISSILE – Homes in on target.



FLAMETHROWER – fires a sheet of plasma.



CANNON – Your standard weapon.

There are also weapons power-ups scattered about – these include a Smart Bomb and a Freeze Ray.

Your amazing two-legged engine of destruction. Don't forget your keys.

CORE DESIGN
£44.99
OUT: JULY



CD ACCESS:	fast
PLAYERS:	1
STAGES:	13
SKILL LEVELS:	n/a
FEATURES:	none
CONTACT:	Core Design (0332) 297797

PROVIEW

JASON Another superb CD release. Congrats to Core for this one.

PHIL Always want to drive one of those Star Wars walkers? Now's your chance.

MARK *Battlecorps* should make an impact on the Core of the CD market.

PROSCORE

GRAPHICS 97%
▲ The best graphics I've ever seen on the Mega-CD. Astonishing quality.
▲ The scaling and rendered sprites have never been done better.

SOUND 97%
▲ Some really good music. The guitar playing is something else!
▲ A good variety of tunes and some nice spot FX round it off nicely.

GAMEPLAY 91%
▲ *Thunderhawk's* weaknesses have been fixed and there's more variety.
▲ Plenty of power-ups and hidden dangers keep the interest level up.

CHALLENGE 90%
▲ You will not want to stop playing once you pick this up.
▲ You won't run out of things to do – this game is big. And it isn't easy.

95%

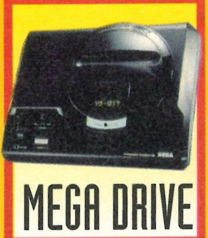
This whole package oozes quality. Undoubtedly the best Mega-CD game around at the moment. Just incredible.

CORPS



REVIEW

MEGA DRIVE

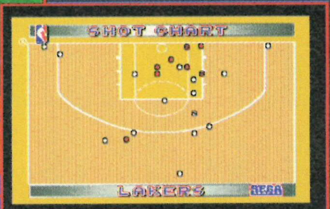


BASEBALL TONIGHT

Summer's in and baseball frenzy is spreading like Dairylea on a picnicker's sarnie – well, over on that side of the Atlantic it sure is. The latest in a busy tally of baseball simulators has been thrown onto the American import scene. Relying heavily on its affiliation to the ESPN studios and in-house commentators Chris Berman and Dan Patrick, *ESPN Baseball Tonight* claims to be 'the most realistic, fast-paced arcade style baseball game ever created'. Aiming to put you in the firing range of a live ESPN broadcast, Sony Imagesoft's latest release may have one or two tricks up its sleeve. 'Live' commentary and an 'awesome televised broadcast perspective' are just a couple of supposed selling points. Step up to the crease, er, I mean mound as Sony pitch a wild one.



Just as you might expect to see in a televised event, the batting is viewed from behind the catcher.





Fire the ball into the air and you may well find yourself taking an early shower. Not the best tactic.

When reviewing any sports simulation the main area of interest is the gameplay; after all, this is what makes the Mega Drive sports games what they are — the best of the 16-bit range. So how does it match up to other recent big hitters like *RBI '94* and Sega's *World Series*? Not too well I'm afraid.

Pitching and batting are fair enough but you never really feel in control of the action, as is sadly so often the case. This leaves you feeling lucky, more than elated, when firing a hot one. What could make up for this downer and save face, though, is a fluent set of animated sprites. But, once again, even this falls to waste.

Claiming to use more than 10,000 frames of animation you're falsely lured into the warm feeling that this is a rare treat and will look 'the biz'. Don't kid yourself. The animation is very good, or at least the players look lively and move realistically enough, but apart from the addition of chitchat commentary and stat screens *ESPN* looks decidedly dull and uninviting.

Pummel the ball into the outskirts of the stadium and you can hear the crowd cheer, but by 'eck you can't see them jumping up and down in hysteria. Indeed, there is no victory sequence when a home run is played and this puts a dampener on the proceedings as a whole. As for the 'awesome televised broadcast perspective' it's yet more of the same and wouldn't entice me into parting with my bills. How about a scaling third-person-perspective view for a change?

Another substandard sporting event definitely not worth raving about.

Jason "putty head" Johnson

Protip

PRACTICE, AS ALWAYS, MAKES PERFECT. DO IT! BASHING AWAY ON THE TRAINING MODE IS THE IDEAL MEDICATION FOR AMATEURS TO POLISH THEIR SKILLS UP TO WORLD SERIES STANDARD.



Away from the standard play-offs, why not bat against the CPU in a frantic Home Run Derby?

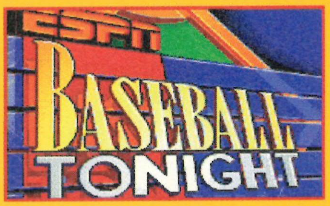


Swapsies can be made before playing via this simple-to-follow statistics and player-select screen.



As the ProTip advises you, practice is the golden key to success and here's a taster of what to expect.

SONY IMAGESOFT
£59.99
OUT: NOW



CART SIZE:	16Mbit
PLAYERS:	2
STAGES:	n/a
SKILL LEVELS:	1
FEATURES:	password
CONTACT:	Video Games Centre (0202) 527314

PROVIEW

NICK ■■□□□
You'd have to be batty to buy this (bad joke but a worse game).

PHIL ■■□□□
Nice animation, but naff playability puts this firmly in the little league.

MARK ■■■□□
A poor baseball title. I recommend *World Series* Baseball as an alternative.

PROSCORE

GRAPHICS 54%
▲ A mention to the people responsible for the sprite animation – excellent.
▼ Failing to live up to the cover slip, everything else visual goes to pot.

SOUND 48%
▲ Speech is neatly executed and implemented.
▼ Those crowd sounds may be digitised but they sound dreadful.

GAMEPLAY 37%
▼ Swinging and pitching both look the part but you never feel in total control.
▼ Such little feeling as you bury a strike or home run is unforgivable.

CHALLENGE 45%
▲ Cracking the secret behind skilful throws and hits is a real teaser.
▼ Despite 28 Major League contenders a long life-span just isn't there.

46%

A short night's entertainment for the truest of baseball fans. Avoid this and go play in the park; it's much more fun and a lot cheaper.

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SEGA PRO


BATTLECORPS


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REVIEW



MEGA CD



Choose your own adventure! You get to influence the plot a little, but the text is in Japanese. Let luck decide your fate.

This new CD title from Japan is the 13th movie product in the *Masked Rider* series. *Masked Rider ZO* is an interactive movie similar to *Ground Zero Texas*. The commands are much the same as *Dragon's Lair* – take control of a small Japanese boy and a masked hero, and influence the plot of the film by choosing how the story unfolds at various points too! This has all the ingredients of an action-packed movie – especially the 12 epic battles you'll have with your chief enemy, Doras. Kick, punch and outrun the evil monster in a fast and furious hot-tempered adventure of joypad reflexes and determination…



Doras gives us an evil stare – this can be quite terrifying at times! In Japan the game has an age certificate…



This is the first scene where you play the part of this Japanese boy. The problems start after saying good-bye to your mates.

MASKED RIDER ZO

When an arrow flashes up, move left, right, up, or down with lightning reactions to keep control of either the small Japanese boy or his protector, the Masked Rider. The combat moves are simple – when the G icon flashes up, hit button A to grab; for icon K, hit button B to kick; and for icon P, hit button C to punch.

To see the movie through you'll be relying on your ability to react to the direction and combat icons in time. It's good to see a *SFII*-style energy-bar meter for the battles with Doras, so you can't die through one icon-responding error. This makes the FMV sequences more enjoyable.

I have reservations about the staying power of this, though. It's exciting to be able to keep the movie characters (Masked Rider and Japanese Boy) out of danger by responding to arrows and combat commands, but once you've grasped this you won't want to keep watching the movie. Thankfully there are various points in the adventure where you can choose the next stage of the plot, but this can lose you the game as the clues are in Japanese!

The graphics, although a little grainy, do show up well on a TV or monitor. Urban locations (such as underground car parks and old warehouses) give us the perfect combat scenarios, and the dramatic music gets the blood boiling as the horrific Doras keeps on your trail.

However, *Masked Rider ZO* is sixty quid and it's in Japanese. You'll enjoy the first few plays, but end up regretting the long wait between interactive scenes as you watch lengthy intros. I'm sure this game will prove successful in Japan, but over here I'd advise you to save your cash.

Mark "ZO" Hill SP

Protip

DIRECTIONS FOR FIRST SCENE: RIGHT, RIGHT, RIGHT, DOWN, LEFT, UP, LEFT, RIGHT, UP, RIGHT, LEFT, BOMB, RIGHT, RIGHT, LEFT, LEFT, LEFT. OH, AND I'D ADVISE YOU TO LEARN A BIT OF JAPANESE.



A small sphere comes down from the sky, and our young hero starts running scared. Arrow right, quick!



Doras is an ugly enemy. He has the ability to change into all kinds of horrible creatures.



A young man gets involved. He's here to help the young boy, but he has to convince the youngster first.

SEGA
£59.99
OUT NOW



CD ACCESS: medium
PLAYERS: 1
STAGES: 12
SKILL LEVELS: 3
FEATURES: continues
CONTACT: Video Games Centre (0202) 527314

PROVIEW

JASON ■■□□□
A damn expensive Japanese 'film' without subtitles. What a rip-off!

NICK ■■□□□
There is too much watching and not enough playing. Zo near but zo far.

PHIL ■■□□□
You're concentrating so much on the icons, you can't enjoy the FMV.

PROSCORE

GRAPHICS 84%
▲ A really exciting, action-packed FMV movie with some superb effects.
▼ Like many FMV games, visibility suffers because of the grainy footage.

SOUND 87%
▲ The CD-quality music does not disappoint – make sure it's stereo!
▼ All the action tracks help to drill home the tension and excitement.

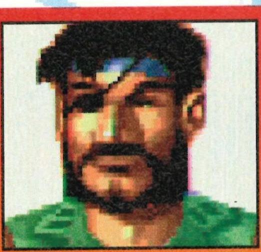
GAMEPLAY 58%
▲ Perfecting your icon-selection reactions is vital.
▼ What a shame this is in Japanese – it would be nice to understand it.

CHALLENGE 59%
▲ If you can keep your reactions sharp, the challenge is there.
▼ Once you've seen this through, it's unlikely you'll play it much again.

52%

An absorbing interactive movie let down by the high price and Japanese dialogue. Try *Ground Zero Texas* instead.





JACKYL
CAR: MOENTRAZ P12
WEAPON: OIL DUMPER



SADIE MARKS
CAR: MANTRA X202
WEAPON: GLUE GLOBS



RAY SHADES
CAR: SETRO M42
WEAPON: BOOST DEVICE



MEKMAC
CAR: MONSTER 78 GSM
WEAPON: ARMY MINES

SPEED MERCHANTS

The line-up of drivin' dudes: each has a unique special weapon or ability.



JACKYL LIKES TO OIL THE TRACK.



SADIE STICKS TO HER GLUE.



RAY'S HAPPY WITH A TURBO FACILITY.



MELKMAC BLOWS OTHERS TO BITS WITH MINES.

COMBAT CARS

Eight hotrods equipped with special weapons enter a racing war. The longer the skirmish continues on the track, the more powerful the cars become. "A fast-paced arcade-style racing game set in a classic top-down arcade view" is how Accolade describe their new racer. Combat Cars won't have it easy this summer, though, with Micro Machines 2 also revving up on the starting grid. So, step into your war vehicle, tackle the six different scenarios, and make the track your own battlefield. The tarmac war has only just began...

True to its name, Combat Cars comes equipped with weapons that provide players with the means to blow away the competition. This is the first appealing feature I picked out. The other detail I noted was a split-screen view for the two-player head-to-head and team modes. As a fan of these overhead arcade racers, I couldn't wait to burn some rubber... and the opposition. Track warfare sounded fun!

Before climbing into the driver's seat, you must select one of eight characters (see boxout). There are 24 tracks in total, and six different scenarios. You start on the beach, go through a harbour, tackle a lumpy 'n' bumpy mountain track, slide on the snow route, and then work your way form the suburbs to the centre of the city (four levels).

The overhead view works well on the screen. The scrolling is smooth, the graphics bright and atmospheric, and the cars don't look too bad either. Much of this is tidy, although sprite collisions clouded my opinion of this fast-paced racer for a while. The cars do tend to go through one another without trace of any contact. But these wriggling racers, darting around the narrow circuits, provide some very enjoyable gameplay.

PROTIP

CHOOSE ANDREW ALIEN FOR RACING. HE'S THE BEST DRIVER AS HE HAS THE HEAT-SEEKING MISSILES! OPPONENTS JUST CAN'T GET OUT THE WAY OF THEM AS THEY HOME IN, LETTING YOU ESTABLISH A BIG LEAD.

Finish in the top three spots or it's season over. Really you'll be looking for first place every time – the points earn you the money, and that means upgrading your car in line with the increasing standards of your competitors' vehicles.

The race meetings are excellent fun to begin with. Using the mines, glue, heat-seeking missiles, gunshots and turbos provides hours of racing fun. Each of the eight drivers is equipped with one type of special weapon or turbo-boost. As Andrew Alien, have no fear – one heat-seeking missile blows your rivals off the track, leaving you time to increase the gap once again. Andrew's got the best motor and it's an unfair advantage according to Jason! Ah well, life's unfair, let's just say I know a smart vehicle to pick when I see one.

The two-player split screen gives each player a rather squashed view – it works, but only just. The racing is difficult, particularly frustrating on narrow circuits such as the Harbour. At least this display solves the single screen problem (where cars can be scrolled out of view), but it could have been vastly improved.

This game can't quite slip into the same top gear as Micro Machines because of its rather old style. But the price may change your mind – it's an Accolade budget release. It'll only set you back three crisp tenners, so I'd say this is worth a look. Imagine Micro Machines with weapons, only this is a diluted version – its got the ammo, but lacks the polish.

Mark "Wacky Racer" Hill SP



BEACH TRACK



HARBOUR



MOUNTAIN TRACK



SNOW TOP



SUBURBIA





Yes, what a win. I had to pull the rabbit out the hat at the end there – missiles are very useful.

ACCOLADE
£29.99
OUT: NOW



METRO 1200
CAR: TAILORMADE
WEAPON: NXP SHOTGUN



GROUL
CAR: MOLE V2.3
WEAPON: THICK SMOKE



BIG BAD MAMA
CAR: CUP CAKE
WEAPON: HYDRO BOOST



ANDREW ALIEN
CAR: ZEPHYR Z
WEAPON: MISSILE – Z



METRO'S THE RODEO WITH HIS SHOTGUN.



GROUL SMOKES-OUT HIS REAR.



MAMA'S GOTTA TURBO FACILITY TOO.



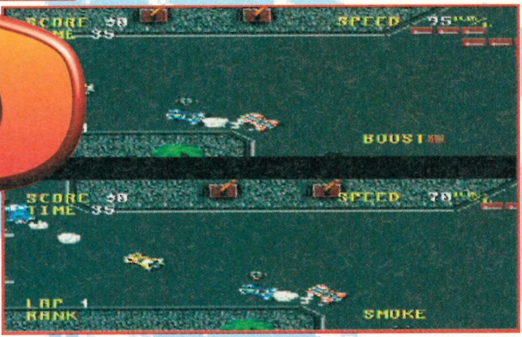
ANDY'S MISSILES WILL HAVE YOU AIMING HIGH.

BAT RS



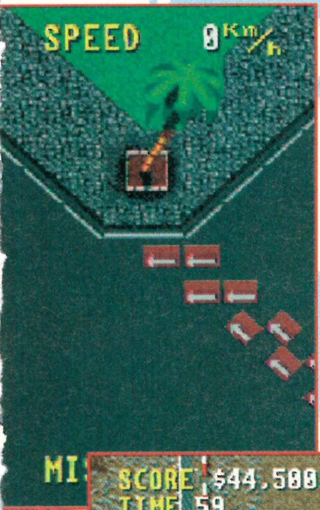
In two-player split-screen mode, racing gets hectic. Is that gas coming from your rear?

A head-to-head race pits you against a friend with no other cars on the track. Get a lead in life...

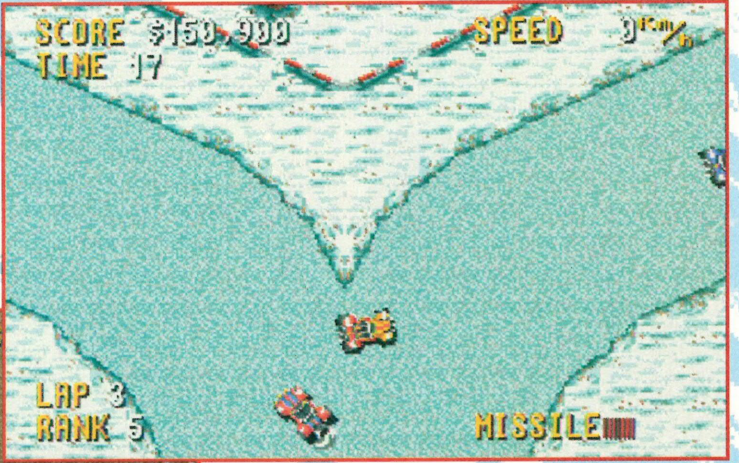




On the snow track it's slippery, cold and rather unpleasant. Just take the rough with the smooth.



In the town the traffic cones are out and right-angle corners make up the circuit. Do the Monaco run...



Get to level three on the circuits and junctions start to appear. Don't get caught in two minds.



The lights go green? No, you are told to GO. This is the Mountain track – dirty and narrow.



Use your prize money – between races – to buy turbo-chargers, mega-tyres, powerful engines and special weapon enhancements.

CART SIZE:	8Mbit
PLAYERS:	2
STAGES:	24
SKILL LEVELS:	3
FEATURES:	none
CONTACT:	Accolade (081) 8770880

PROVIEW

JASON
A fun game, but Andrew's damn rockets make it a one-car race!

PHIL
The inclusion of weapons doesn't work as well as in Rock 'N' Roll Racing.

NICK
The head-to-head mode doesn't really work, but it's still a decent racer.

PROSCORE

GRAPHICS 80%
▲ A pretty handful of courses with detailed and colourful designs.
▼ It's a pity the cars go through each other instead of crashing.

SOUND 82%
▲ The tunes (including a Haddaway-style dance beat) are great to drive to.
▼ Explosions and crashes don't sound as realistic as they could be.

GAMEPLAY 75%
▲ The different weapons put interest into an old-style overhead racer.
▼ Not quite Micro Machines – the courses aren't as interesting.

CHALLENGE 78%
▲ 24 tracks and three skill levels give you plenty to master.
▼ The two-player head-to-head can be pointless if one of you has a big lead.

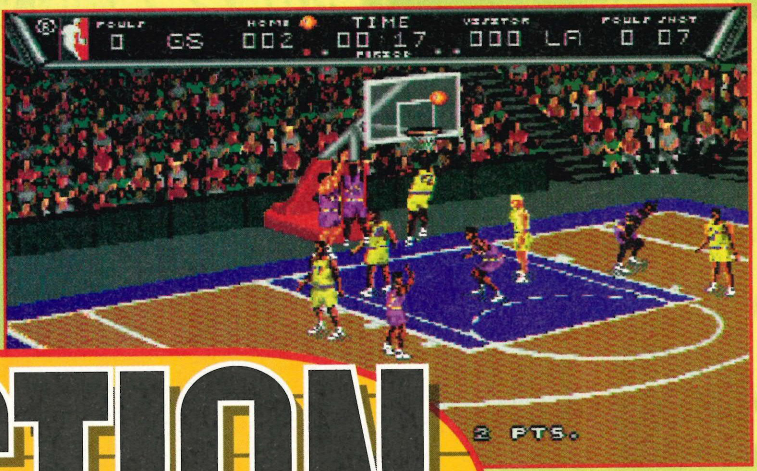
77%

Addictive to begin with and worth a test-drive, but don't forget that the bigger, four-player Micro Machines 2 is out soon!

REVIEW



MEGA DRIVE



NBA ACTION

Up for the basket! The Chicago number 10 hangs from the ring as the ball fails to make the basket.



This is the only point in the game when the court is viewed side-on. The rotating court looks very untidy.

The best dunker to date is *NBA Jam* – the arcade spectacular making other basketball simulations fall under its weight. The fire and flashlights made it a fireworks match, heated by the rivalry of players taking on an exhilarating sporting challenge. So just when you thought basketball was a thing of the spring, along comes a summer fire-bucket from America. Featuring over 300 players, a multiplayer mode and a unique rotating court, this basketball title goes by the name of *NBA Action*. An energetic bundle that's so hot it'll melt the plastic on your Mega Drive? Sega Sports are going dowwwwwwntown...

With over 300 NBA players and an array of statistics, this is a typical Sega Sports import with a promising tactical aspect. The statistics screens, especially the diagram pinpointing all your baskets on court, are worth viewing. But not even the stats encourage you to play a match again – courtside action offers little to stretch the mind or bring a sense of achievement and satisfaction into the room.

Sadly, *NBA Action* is lacking just that. It's not action-packed and never exciting. I blame the poor sprites. The sprites move like a drunk with a limp, showing little sense of direction, with a poor way of posing for a basket. There are supposedly 16 different ways of scoring, but it's difficult to see amid the jerky mechanics crying out for a repair job in the arena.

The poor game view sums this up – a good idea on paper that's gone a bit wrong. The court rotates as players dribble from left to right from one set position to the other, and suddenly everything on the court becomes a blur. The screen can't keep up with the ball at the best of times, so tactics suffer and luck plays its part.

The American commentary is okay, but other FX do little to lift the dull atmosphere. In multiplayer mode you can forget playing this – it's likely to put you all in bad mood for the rest of the day. The game lacks any real playability and can't justify its price tag at all.

You don't want this – not even to rent. If you're going downtown, check out *NBA Jam* instead.

Mark "Jam Cold" Hill SP

PROtip

TO GET THE MOST OUT OF THIS, PICK YOUR TEAM CAREFULLY. EACH PLAYER HAS A SET OF ATTRIBUTES – THEIR VALUES NEED TO BE WEIGHED UP SO YOU CAN BUILD A DREAM TEAM EFFECTIVELY.

The Celtics score the first two-pointer of the match, and the action replay relives the moment.



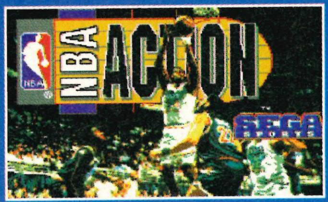
From the resulting foul, you get the chance to take two free shots for one point each.





Pick your dream team by looking at each of the players' strengths and weaknesses.

SEGA
£39.99
OUT: NOW



CART SIZE: 16Mbit
PLAYERS: 5
STAGES: n/a
SKILL LEVELS: 1
FEATURES: save
CONTACT: ...Video Games Centre (0202) 527314

PROview

JASON
(Was unavailable for comment so as not to offend the programmers.)

NICK
Flatter than playing the real thing with a wet sponge ball.

PHIL
Naff graphics and irritating gameplay turn you into a raving basket-case.

PROscore

GRAPHICS 31%
▼ The sprites move around the court like stick insects with a hangover.
▼ The court scrolling is very untidy and makes viewing very awkward.

SOUND 40%
▲ The crowd gives out a rewarding cheer when a basket is scored.
▼ The supposed squeak of shoe rubber on the court is very irritating!

GAMEPLAY 31%
▼ Irritating play right from the start. You just won't enjoy this at all.
▼ Scoring a basket is, ooooh – ever so dull and boring. *NBA Jam* please!

CHALLENGE 36%
▲ There are plenty of options to keep tacticians happy.
▼ But everything else is weak so there's little incentive to play.

33%

With class basketball titles such as *NBA Jam* and *Hyperdunk* about, you'd be a complete fool to buy this awful game.



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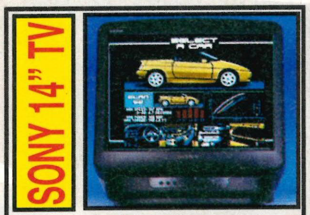
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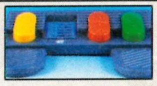
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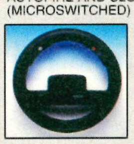
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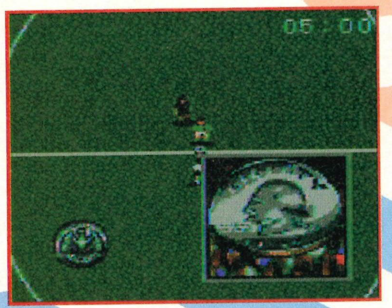
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PURE SEGA PRO

REVIEW



GAME GEAR



The ceremonial flipping of the coin, or something like that anyway.



A sly move was that, my son; next you'll be asking for a pay rise.

WorldCupUSA94

Friday June 17 saw the opening of USA '94, a spectacular stage for 24 of the world's best football teams to compete for the prestigious FIFA World Cup. Tears and triumph surround the 60-year-old competition. Who will win this time around? Can Germany retain the title or do Ireland have the winning team? This year, England failed to qualify for the finals, and as a result Graham Taylor has stepped down as manager. The people's choice, Terry Venables, has taken command. Firing on all cylinders, England are in a class of their own (pity it's not in the same class as the rest of the planet). So no shot at the Cup. "Oh, really?" asks Jason.

Cool white packaging and a detailed seven-language manual complement US Gold's officially licensed World Cup soccer simulation. Boasting customised gameplay, over 3,000 frames of animation and a formation editor, we could be looking at a dream-team product. I caught up with Paragon's in-house fantasy football buff, Terry Taylor, and asked, "What does World Cup USA '94 have to offer?"

A composed Terry replied, "It has to be said the options are excellent. Learn the basics in practice mode, enter the official World Cup Tournament or customise your choice teams and design a personal World Cup. This means England are in with a chance after all, or so you can pretend."

But Terry, isn't there far more depth to these options? Can't you control your formation via a nine-sector pitch, instruct your players how to react to different situations and ultimately develop the formula that best suits your playing style? "You sure can," commented Terry, "and once you've found the best tactics for you, saving formations to a battery backup is a doddle."

Having covered the hidden elements, Terry suggested we tell you about the nifty-looking option screens, blur-free playing area and realistic stadium atmosphere. I couldn't agree more, and after a prolonged bash at attempting to take Brazil to victory, and failing miserably, I reminded him that not only do we have a good-looking, highly playable and engrossingly addictive soccer sim, it's a darn sight harder than picking your nose with your big toe! "Obviously," a puzzled Terry concluded.

Jason "Lost It" Johnson SP



The main options screen where you can choose what tournament to play.



So many options to choose. These three pop up when you press start.

Protip

PRACTICE, FIND THE PERFECT TACTICS AND PLAY THE BEST PLAYERS. COMMON SENSE, REALLY. *(GREAT, THANKS JASE FOR FILLING UP THIS SPCE SO WELL. NOW WHAT AM I GOING TO DO EH? OH... – NICK)*

And the crowd goes wild as the teams flood onto the pitch. Wah-hey, it's just like the real thing.





The ref is always on hand to blow his whistle and book players for bad fouls.

US GOLD
£29.99
OUT: JUNE



CART SIZE: 4Mbit
PLAYERS: 2
STAGES: n/a
SKILL LEVELS: 3
FEATURES: everything
CONTACT: US Gold (021) 6253388

PROVIEW

NICK ■■■■■
Easily the best handheld soccer game yet, this is fantasy football.

PHIL ■■■■■
Obviously, Brian, I'm over the moon. All credit to US Gold: the lads done well.

MARK ■■■■■
Loads of options, perfect playability. They think it's all over... it is now!

PROSCORE

GRAPHICS 94%
▲ Superb graphics from clearly labelled options to lifelike ball movement.
▲ For the speed the players run at it's amazing there's so little blurry vision.

SOUND 86%
▲ You'll not hear much better, with jolly ditties and realistic in-game FX.
▼ Louder cheers when the ball goes in the net would have been nice.

GAMEPLAY 37%
▲ How this amount of playability has been included is way beyond me.
▲ After just two or three matches you're completely hooked.

CHALLENGE 45%
▲ Winning the World Cup is tough. Try scoring in practice mode first!
▲ The AI is perfect; Brazil are tragically tough to beat but Bulgaria are a doddle.

94%

Buy this and you'll want to take a day return to Birmingham and kiss the ground US Gold is built on. *(You been to Brum at all, Jase? – Nick)*

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REVIEW


MEGA DRIVE

DRAGON BALL Z

Yet another introductory screen flashed just before the fight starts. Battle 1, tally ho.



Rising out of the smoky aftermath left by *Super Street Fighter 2* and *Mortal Kombat 2* is a lesser-known combat game. Its name is *Dragon Ball Z*. Resolutely popular in Japan, can the dragon's ballz pack a fiery punch? Or, as is so often the case, will it fall short of hyped expectations? Take a little time to relieve yourself from the superiority of the Midway and Capcom titles and confront this small-fry swimmer. It may just surprise you.

Avoiding the useless story intro screens that nobody ever sits through more than once, colourful full-screen portraits of the eleven combatants are flashed on-screen. Wait a few seconds and a demo mode springs into life. So what? Well, this is very useful to catch a glimpse of the action so you know just what to expect. As, believe me, you will be surprised.

Special moves are alive and kicking, but what's most striking is when the screen splits in two and the wacky fighters battle it out in midair. Now that's what I call fun, but doesn't the novelty wear thin a bit too quick? True, there's nothing to beat sheer thumb-and-finger twiddling mayhem, but a little variety goes a long way. In the jungle of your everyday beat-'em-ups *Dragon Ball Z*'s extra features are a welcome sight.

Protip

Be prepared to defend against rapid counterattacks and watch out for boosted special moves. Your opponent will also take to the air on the odd occasion – watch out!

So, why exactly do you fly around the screen? If you're at all familiar with Manga Entertainment's movies and videos (the guys and gals responsible for *Akira*) you're halfway to understanding where the ideas come from: leaping around the screen at all angles, fighting in midair, letting fly multicoloured laser bolts and performing improbable fighting moves and effects. That is what makes the difference, but as you may expect it's not all a bed of roses.



Taking over the whole screen, hyper-hyper special moves can be blasted at the other fighter to sap away stacks of their energy.

Whilst the outrageousness of this side-scrolling one-on-one beat-'em-up is fun, practically everything else is no more than average. The music will cater for the Japanese ear, after all it is a Jap import, but us lardies enjoy the finer things of life, don't we? We want adrenaline-pumping music crashing out of the speakers! Thus, it fails to deliver – tinny, typically Japanese backing tracks and sound FX don't fare at all well.

The graphics are, much like the





Guess what this says. I'll give you one clue: it says something like "you're s**t ahh" and sends you back to the title screen.





Taunting the opposition never does any harm, or at least I guess they're giving each other some gyp. Who knows?

EYE KNOW YOU...

A quick sneaky peek at the combatants featured in Dragon Ball Z. Mind you, it's hard to look tough with eyes the size of car windows.



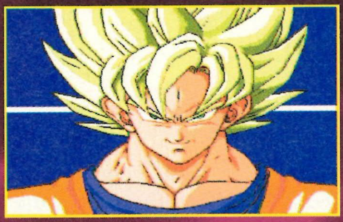


A rather painful attack method that packs a hefty amount of damage is the good old groin imploder.



If you've ever seen anything about the *Dragon Ball Z* animés you'll know this is the main man's fiery weapon.





He's calm, he's cool, he's collected and he's starring in a video game near you very soon. Watch this space.

As in all good beat-'em-ups a screen very similar to this flashes up to show who's fighting who.

Midair fighting is all the rage in this Manga-affiliated title. If you don't believe me, buy the vid for yourself.

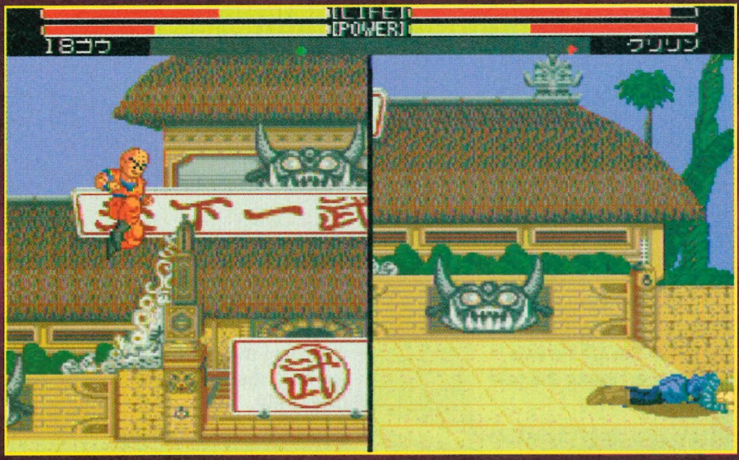


music, nothing special. The backgrounds are far from exciting and the main sprites, though varied, tend to be too small and unexciting. One or two have a little life in their contorted bodies, and definitely pull off some stunning-looking special moves, but would be better used in a Manga video.

Sorry to drone on about *Dragon Ball Z*'s negative attributes, but there is more, and worse, to come – responsiveness. It's nonexistent! Shock, horror, performing any kind of move, special or not, is clumsy and slow. For example, simple attack techniques are uncannily luck-oriented and as for combinations – forget it!

So, after all the work put into the intricate gameplay and neat character representation, it all goes to the dumping ground labelled 'just another beat-'em-up'. As we writers so often quote, "fun while it lasts".

Jason "Tongue-tied" Johnson SP



Take a step back and the screen, for some reason or another, splits in two. Clever, innovative or plain useless? You decide.



BANDAI
£49.95
OUT: NOW



CART SIZE: 16Mbit
PLAYERS: 2
STAGES: 10
SKILL LEVELS: 1
FEATURES: continues
CONTACT: Dream Machines (0429) 869459

PROVIEW

MARK ■■■□□
The split-screen effect is pointless and there aren't enough special moves.

NICK ■■■□□
Nice moves, but it can't compete with the big-name beat-'em-ups.

PHIL ■■□□□
Gimmicky and very frustrating to play. What a load of old ballz.

PROSCORE

GRAPHICS 66%
▲ Surprises galore. Split-screen action and some thwacking special moves.
▼ Sluggish movements of the fighters and bland, static backgrounds.

SOUND 43%
▲ A variety of background tunes and extra boosts for special moves.
▼ The sound FX are unrealistic and far from awe-inspiring, to say the least.

GAMEPLAY 53%
▲ Could survive the in-use cart pile a tad longer in two-player mode.
▼ Very poor responsiveness immediately puts you off one-player mode.

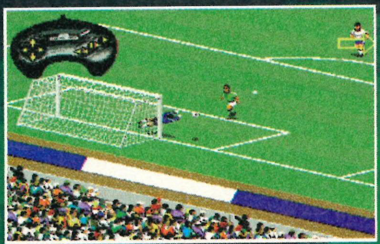
CHALLENGE 65%
▲ Before you've learned all the moves even two or three wins in a row is tough.
▼ Find an opponent's weak spot and pull off a high-power move. Piece of cake.

62%

A perfect choice if you're thirsting for some Japanese beat-'em-up action. But unfortunately, compared to *SSF2* and *Mortal Kombat*, it's rubbish.

REVIEW

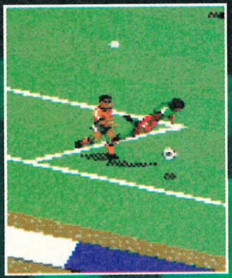
MEGA-CD



Wow! One for the cameras. The 'action replay' function can really rub the salt into your opponent's wounds!

England have the corner against a strong German side. Keep the ball away from the keeper's capable hands.





A real crunching tackle or simply a dive? In America this would most certainly have been a red card offence!

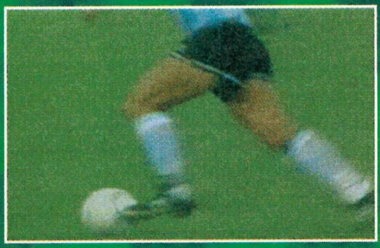
FIFA INTERNATIONAL SOCCER

SEGA PRO Yo SEGA PRO

International soccer on console had never been so good when EA released their award-winning *FIFA International Soccer*. It was in a different class to other footy titles, capturing the atmosphere of the people's game perfectly. Now the guys from the EA Sports department have launched a Championship Edition of the world's greatest console title. It's on CD, it has Dolby Surround Sound, and the gameplay is more intelligent. Attributes that'll rival the deluxe *Sensible Soccer*? Welcome to the CD footy challenge...



The opening rotating and scaling stuff is damn good to say the least. It gets rid of the hay fever. *(??? – Ed.)*



No shortage of top quality FMV in this new FIFA release. It gets the blood flowing nicely before the game (and I don't mean in the stands either).



Sending the keeper the worng way has always been a lot of fun. Especially if it's been at an important moment.

It was always on the cards according to EA's David Wilson. *FIFA CD* had to happen, it was what Mega-CD owners had been crying out for. Admittedly *Sensible Soccer CD* was already on its way, but many footy fans couldn't get used to the overhead pitch view and tiny sprites.

So news of this *FIFA* conversion would surely have them cheering from the stands. Like *Sensi CD*, *FIFA CD* boasts a range of presentation and sound enhancements, but it leaves the actual 90 minutes on the pitch as a final test to decide which of these two titles deserves the reputation of being number one.

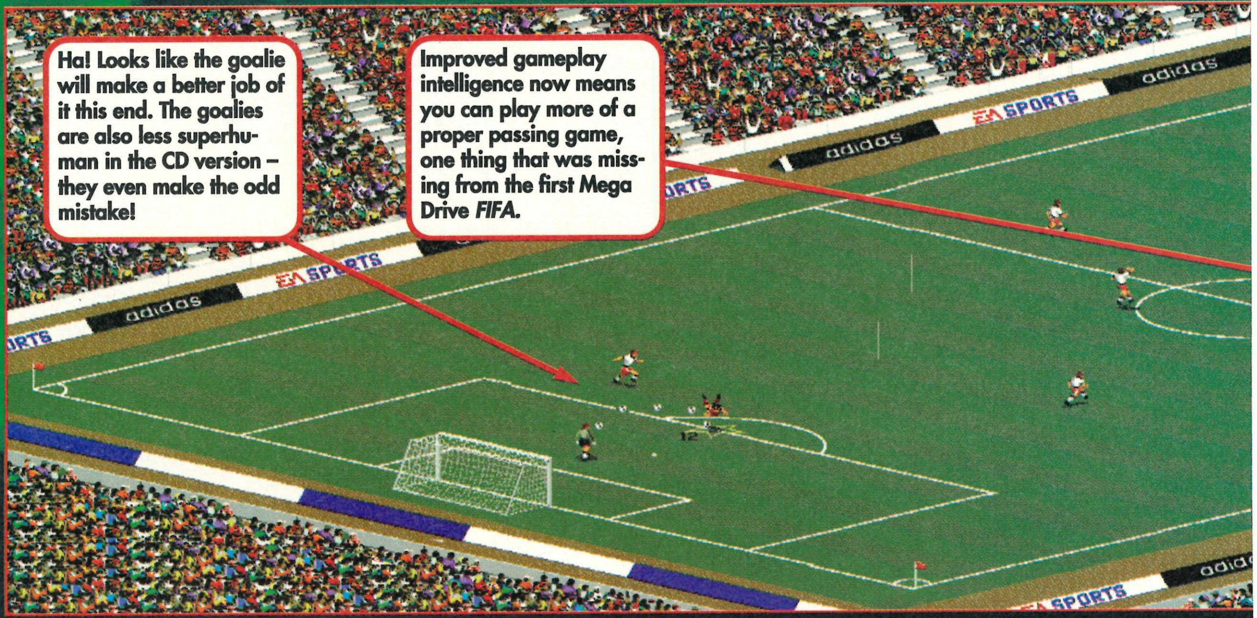
As the CD boots up, you have to admire the superb introduction. A rotating stadium, an FMV scoreboard, EA's logo rotating and then exploding – this is more like the opening credits of a TV World Cup programme! The highlights of Italia '90 have been thrown in too – and it does its job well to put you in the footy mood as memories of that tournament come flooding back (that goal by Platty against the Belgians is in there!).

The options have been left as they were in the MD version – everything you'd ever need in a game of footy. Off-sides, back-pass rules, free-kicks, red and yellow cards, players' attributes, terrace singing, international razzmatazz – World Cup stuff really! There's also a new league option and the essential CD save facility so you and eight mates can get a season up and running to repeat this summer's terrific World Cup in your own home.

Even better, the gameplay has been improved. The CPU brain has a higher IQ, there are more goalie fumbles now so forwards can poach a goal under their noses, and all the headers, volleys, etc are easier to score from. Playing the passing game so popular in *Sensible Soccer* is also much more feasible here – a vital upgrade. The ball's movement is not so automatic when you hoof it upfield either – shots on goal can fly well wide of the target if your joypad skills are not up to scratch! The aftertouch

Protip

MAKE SURE YOU PRESS BUTTONS B AND C TOGETHER TO USE THE ONE-TOUCH PASS OPTION. IT TAKES A LITTLE TIME TO GET TO GRIPS WITH BUT CAN BE VERY EFFECTIVE FOR BUILDING UP YOUR PLAY AND OPENING THE GOAL.



Ha! Looks like the goalie will make a better job of it this end. The goalies are also less superhuman in the CD version – they even make the odd mistake!

Improved gameplay intelligence now means you can play more of a proper passing game, one thing that was missing from the first Mega Drive *FIFA*.



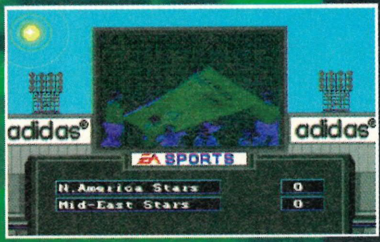
The keeper jumps high to catch the loose ball as players rush into the box. Fumbles are more frequent now.



A great header! The new tweaks mean scoring with the head isn't so tricky. Same goes for volleys too.

HAMPIONSHIP

D I T I O N



My word, you'd think this was the Silverdome. Here's an FMV screen to catch up on other results.

has been made much more sensitive so you can now do really bendy banana shots.

With all the strategic options included, there are 16 new teams to play as (making a total of 64). EA All-stars are split into six continent sides (African All-Stars etc), each with skill and flair to really test the single players who find the tournament easy to win. When you hear the Brazilian crowd beating drums and see their national flags on the fences, you can see how much individual character each side has been given.

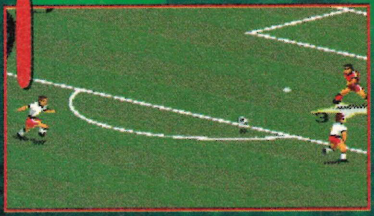
Check out the smart 'highlights' option showing one of the big American screens with FMV sequences from other matches too – a classic touch really. Admire! There are also new extended play options (such as five-a-side), but EA have kept these quiet – you'll have to find them out!

The more you play *FIFA CD*, the more you get out of it. *Sensible Soccer* uses European clubs and countries, and in my book is of a European Championship class. *FIFA CD* includes nations across the globe. It represents the people's game so well it's more World Cup standard.

To get the ultimate footy package with the ultimate multiplayer mode, sound system and graphics engine, get this. It's the best footy title I've ever had the pleasure to play. It's all here, in the game.

Mark "Predator" Hill SP

1



2



And the crowd are on the pitch, they think it's all over...

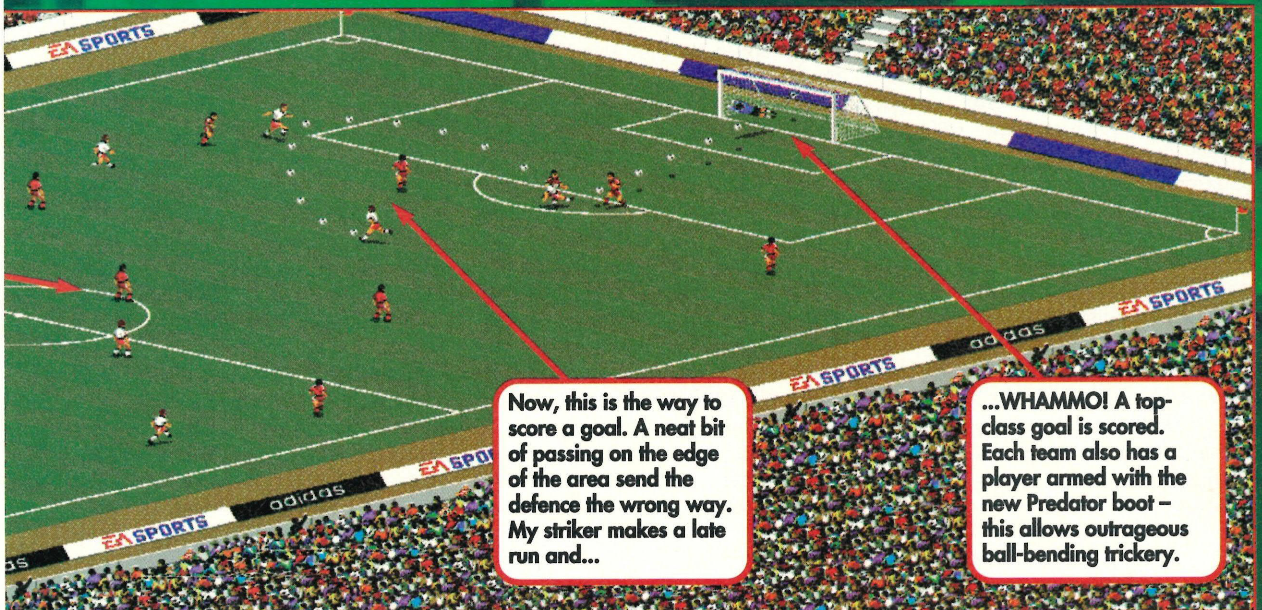
No, I'm not going to say it. Great goal though.

3



4





Now, this is the way to score a goal. A neat bit of passing on the edge of the area send the defence the wrong way. My striker makes a late run and...

...WHAMMO! A top-class goal is scored. Each team also has a player armed with the new Predator boot – this allows outrageous ball-bending trickery.

ELECTRONIC ARTS
£49.99
OUT: NOW



CD ACCESS: ....medium
PLAYERS: 4
STAGES: ....n/a
SKILL LEVELS: 3
FEATURES: ....save
CONTACT: ....Electronic Arts (0753) 719725

PROVIEW

JASON ■■■■□
HAPPY, HAPPY, JOY, JOY! Tastier than a tin of Ambrosia creamed rice.

NICK ■■■■■
This upgrade is no sad footy game cliche. Well worth the money.

PHIL ■■■■□
I still like *Sensible Soccer* best, but *FIFA* is now much more playable than before.

PROSCORE

GRAPHICS 90%
▲ The intro screens put you in the mood – it captures football culture perfectly.
▲ The upgraded sprite animations make all the difference.

SOUND 96%
▲ Surround sound gives an atmosphere that really says what footy is all about.
▲ Plenty of chanting and singing from the terraces.

GAMEPLAY 94%
▲ *FIFA* should be coated in gold. There is no other footy spectacle quite like this.
▲ The upgraded gameplay makes this as much fun to watch as it is to play.

CHALLENGE 93%
▲ Sixteen new teams, hidden options, 4-way play – loads of challenges!
▲ The CD footy challenge... result: *Sensi CD 2, FIFA CD 3*

95%

The most complete football package you'll find anywhere. Never has a console football title represented the game so well.

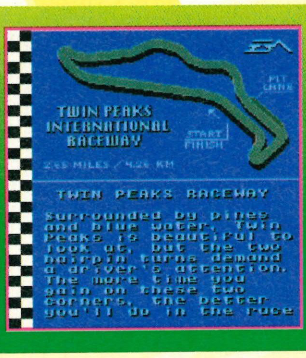
REVIEW

MEGA DRIVE

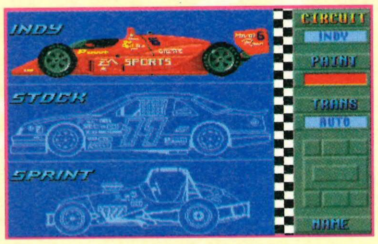
TRICKY TRACKS

Each car has a selection of tracks to race on, so here's five of 'em. The varying levels of difficulty should keep you going for longer than Mario himself, but then again, maybe not.

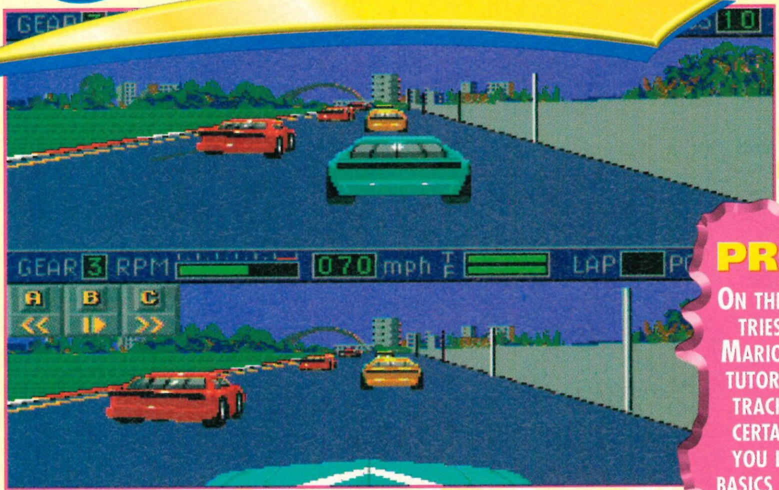




Mario ANDRETTI RACING



This is the screen where you get the chance to choose which of the three cars you want to race with.



Foreseeing the future is a joke as cars spin from everywhere, but the action replay is fun.

Victories in the Indianapolis 500, Daytona 500 and Sebring 12-Hour Sports Car Classic highlight Mario Andretti's outlandish driving skills. Having began his motor racing career at the tender age of 13 years old, he progressed from small-league stock cars and midgets to the big time, winning three Indy Car titles and a Formula One championship. Sadly, Mario is quitting the racing scene at the end of the 1994 season, but having been named Driver of the Quarter Century he'll certainly leave in style. So, step up a gear and join Mario Andretti in a mock season of American racing chivalry. Stretch man and machine to the limits in three styles of motorised combat and career around a selection of dusty ovals and twisting asphalt surfaces driving Sprint, Stock and Indy machines.

Officially endorsed by motor-racing phenomenon Mario Andretti, Electronic Arts have employed the skills of High Score (*FIFA Soccer*) and Stormfront Studios for this promising 16Mbit racing simulation. Breakneck speeds are commonplace on the American circuit, and with Sprint, Indy and Stock cars up for grabs can this go one better than *F1* and *Virtua Racing*?

After zooming around various circuits and completely losing control of my bright red Sprint car on every bend I fumingly reset the machine and started again. "Where's Mario Andretti?" I asked myself. Aha, maybe that's the secret formula I was lacking. And indeed it was. Mario pops up in a personal tutor option, and not being one for practice laps and the like I'd fatally opted for the qualifying time trial. Big mistake. Two or three laps later with Mario shouting instructions, I was in control and ready to clock some fast times.

Once accustomed to each of the three cars – discovering how they handle, how much the car improvements help, and the secret to skidding around corners without colliding into the barrier – I became completely wrapped up in what I was doing. Playability and realism is on a par with the best MD racers. The Sprint cars are, to a lesser extent, comparable with the *Daytona USA* coin-op where oversteering gives you an edge on the competition. For a standard 16Mbit cartridge it makes *VR* look like a set of worn-out remoulds!

Protip

On the first few tries use the Mario Andretti tutor for each track. It will certainly help you learn the basics and makes the whole game far more accessible. He is a star, after all.

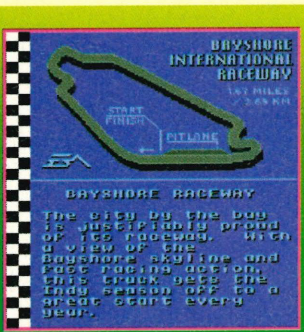
Yeah right, you may be thinking, *VR* was the dog's B's and looked spectacular. Granted, *VR* did 'look' great, but I'll bet you played it for a week and have rarely opened the box since. Mario's game doesn't look anywhere near so spectacular although it does boast a live-action FMV pit sequence, multiple-choice racing perspectives and some teeth-grinding action with more than two cars on-screen at the same time.

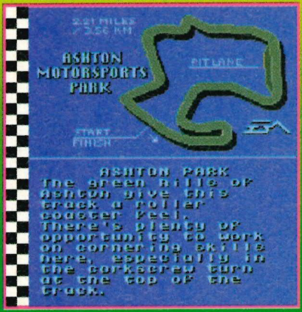
Realism is all-important and is something that EA Sports have previously surpassed the majority of companies involved with sports simulations. This time they've produced a commendable, but not outstanding product. The final game's not quite up to the standard, or speed, of Domark's *F1* and British racing buffs may find the American influence a little uninviting, not to mention bland – no Sega or Coca Cola advertising here, pal.

On the whole *Mario Andretti Racing* is a solid racing simulation that appears to do what it sets out to do – put you in the driving seat of an American racing car – and no more. The selection of tracks and options coupled with three cars, FMV, great sound FX and a 'real feel' makes it fun in either one- or two-player mode.

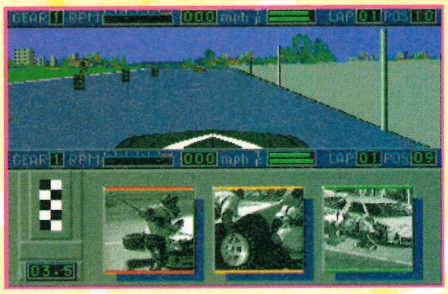
Some may consider gaining high positions too easy to start off, unlike many Mega Drive racing games, but it's a fun drive that packs exciting and realistic gameplay with long-term playability for a well-priced £44.99. A surprisingly low-profile release that deserves to do well, unlike one I could mention.

Jason "Indy" Johnson SP





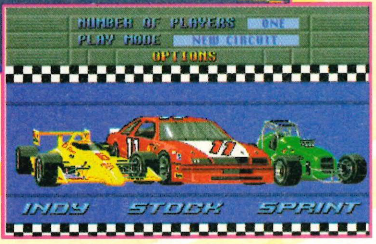




A surprising pit sequence, this, with a dash of FMV thrown in for good measure.



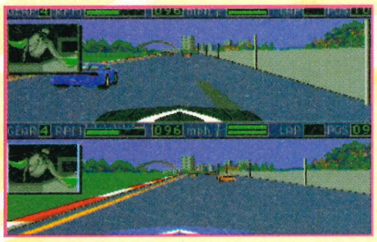
These colourful Indy cars are the most powerful racers on the circuit.



A dashing screen depicting all three cars grouped in their unmarked, unscratched glory.



A static screen giving you the lowdown on the track. Tricky one this, eh?





Compete in the time trial qualifier and you can reach a higher grade or even pole position.

CUSTOM CARS

Win enough dosh and you can build up your car and make it the meanest Indy racer ever. Choose from a selection of tyres, engines and brakes etc. and enter a race with one up on the opposition.



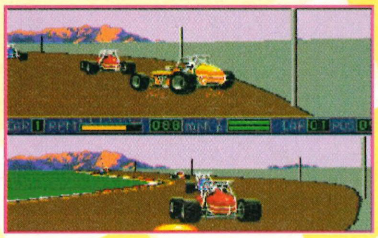


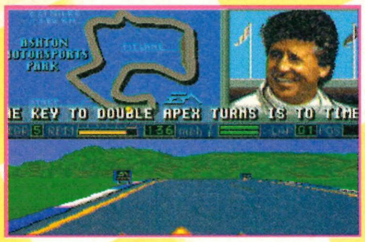






Split-screen action in two-player mode is yet another fun option.





Mario Andretti helps out with advice as you coast around a deserted track.

EA
£44.99
OUT: NOW



CART SIZE: 16Mbit
PLAYERS: 2
STAGES: 15
SKILL LEVELS: 2
FEATURES: password
CONTACT: Electronic Arts (0753) 549442

PROVIEW

MARK Far better F1 racers this side of the pond.

PHIL All right but hardly adrenaline-pumping – maybe Mario's a bit past it?

NICK OK but not really deserving of the EA Sports brand name.

PROSCORE

GRAPHICS 75%
▲ Skidding and crashing around the track is realistic and thrilling to watch.
▲ It's not the most impressive game to look at – this may put many people off.

SOUND 76%
▲ I found the revving of the engines far more tolerable than most games.
▼ Remarks such as "is that a chain-saw?" didn't help the sound rating.

GAMEPLAY 82%
▲ Very realistic at times and possibly an improvement on the rated *F1*.
▼ As with *VR* there are times when everything feels too predictable.

CHALLENGE 71%
▲ Winning the championship is a tough task for even the most valiant racer.
▼ Too easy to start off with may force your attention to wane too quickly.

74%

Contains some neat features and options, but pales in comparison to Domark's *F1*.



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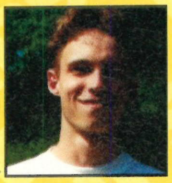
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NB: The Complete A-Z of Sega Games features reviews of games released between the launch of each Sega console and Christmas '93.



Welcome to this month's tips section. To give you the honest truth, we're going through a bit of a summer drought on the software scene at present. There are few MS titles due for release, and tips in general have been hard to come by. I can bung in a load of old tips to fill some space, but what's the point? We aim to bring you the latest tips on the newest titles, and so we need your help too!

TIPS INDEX



PROTIPS

MARK'S THE MAN

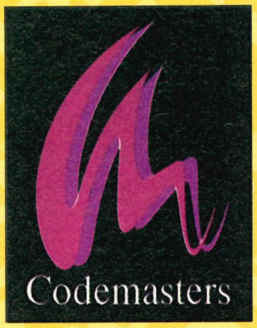
Send all you tips down to me in Bournemouth at the usual address:

PROTIPS
SEGA PRO
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH ROAD
BOURNEMOUTH BH1 1NF

TIPS UNLIMITED!

Think about it, you can send in any kind of tip, be it a guide, a set of maps, a programmer's cheat, a set of passwords or even some games-playing advice. There are plenty of prizes up for grabs from our sponsors each month, so show us your creative skills. Innovation is the key to success!

★★★ CHEERS ★★★ CODEMASTERS! ★★★



We are giving away Codemasters prizes to those who sent in tips this month. If you see your tip in these pages, telephone (0202) 299900 to make an instant claim.

MEGA DRIVE

MEGA CD

MASTER SYSTEM

GAME GEAR

GUIDES AND SOLUTIONS

SUB TERRANIA



Pete Sampras TENNIS



Classic TIPS



TIPS HELP



TIPS









TOEJAM AND EARL 2

END CREDITS

Play this through to level seven, make a note of the password, then reset your machine. Now change to 'Kids' mode, and put the password back in. Earthlings now take one or two hits to die rather than eight or nine! Anyway, you could try entering "TJ-AND-EARL!' as the password because this will take you to the end credits.

Chris Hollis, Cheshire

MEGA TURRICAN

SECRET HIDDEN LEVEL



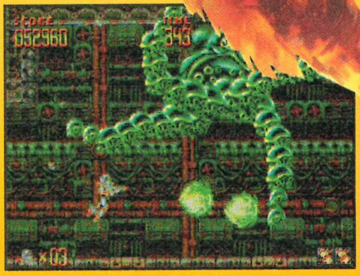


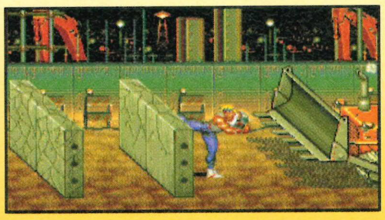
There is a very special method you can use to find a hidden level in Mega Turrican. Go through the first stage and collect every single diamond. Leave even one diamond behind and this cheat won't work!

Throughout the game ensure that the last two digits in your score are double zeros (00). When you get to the elevator that travels down, don't shoot any enemies or your score will change. Just avoid them!

On reaching the bottom, run to the right to find the hidden level. You will be able to collect diamonds, power-ups, 1-ups etc. Expect a bonus score at the end of the level too.









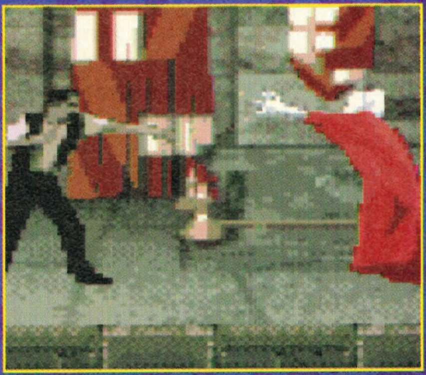
STREETS OF RAGE 3

STAGE SELECT

Hold down button B on the Selection Menu, then press and hold up. With both of these held, and the word "Option" highlighted, press start. A tone will confirm the cheat has worked. You can now choose 'Stage Select' from the options menu and select a starting round.

DRACULA

STAGE SELECT



At the beginning when the battlefield is scrolling, enter this code with pad 1: down, right, A, C, up, left, A. You'll hear a laugh. Start the game and push start to pause. Then look at your score and press up on the pad to get the level you require. Press start again to begin.

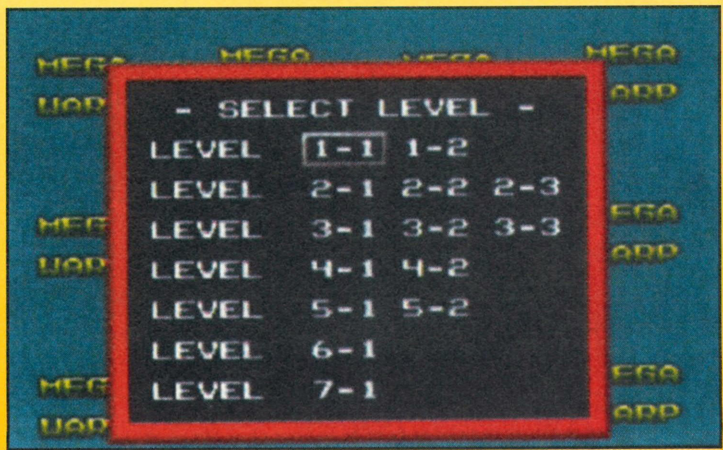
ROAD RASH II

CHOOSE ANY BIKE WITH CASH

Shuriken 400	$317,570	E0OQ 1001
Panda 500	$316,880	ENPH 120I
Shuriken TT250	$311,640	EJMO 150L
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Shuriken 1000	$323,340	ES8T 1Q0A
Diablo 1000	$320,780	EQ8T 1S0A
Wild Thing	$320,130	EQ0Q 1U01

BATTLETOADS/ DOUBLE DRAGON

To select any stage and access a total of ten lives, just do this trick. Choose one or two players from the title screen. When you're on the character select screen, take pad 1 and press down, up, up, down, C, A, B. You'll hear a sound that confirms the trick has worked. The Mega Warp screen will appear.



SUPER MONACO GP

HOLD UP YOUR HEAD!

Finish in the top three of Race 16 (Monaco) and hold down A, B and C as you cross the finish line. You'll hold up your head instead of a trophy.

BEST TEAM PASSWORDS

Enter these passwords to be the best driving team (Maddona), have previous World Championship wins and loads of driver's points.

0Q76 2ILM F200 0000

0010 H10F B324 5D76

CA89 EGC1 0000 0002

0000 0000 F200 2CAC





DRAGON'S REVENGE

PASSWORDS

10 Balls
LTGLAKD
15 Balls
XMH5AQG
20 Balls
D7Q4ADM
25 Balls
D8Z4AIY
30 Balls
D994ANB
LEVEL 2 (5 Balls)
LBRCRE2
LEVEL 3 (6 Balls)
X32KWNE
LEVEL 4 (7 Balls)
DKASW8Z
LEVEL 5 (8 Balls)
EKI3 YVI
LEVEL 6 (9 Balls)
FKSB8W2



SKITCHIN'!



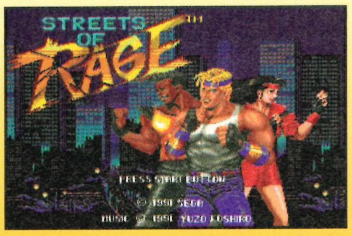
WARPS

- On the Denver course, at 3.6 miles, jump into the billboard advertising a 'Burger + Drink' on the right-hand side. You will be warped to San Diego. After qualifying in San Diego, you now skitch in Seattle.
- In Seattle, at 3.5 miles, jump into the billboard with a lady's face and you will be warped to Los Angeles.
- In Los Angeles, at 1.8 miles, jump into the billboard 'Buy Things' on the right-hand side. You will be warped to Toronto.
- In Toronto, qualify in this race to go to Detroit.
- In Detroit, qualify again for the race to go straight to Chicago.
- In Chicago, at 6.8 miles, jump into the Billboard 'Don't Drink and Skitch' on the left-hand side. You will be warped to Miami.
- In Miami, qualify to go to the last race in New York.
- In New York, finish in the top five to become World Champion Solo Skitcher.

Julian White, Essex









STREETS OF RAGE

INFINITE CONTINUES

When the Game Over message appears, press left, left, B, B, B, C, C, C and start to receive infinite continues.



GOLDEN AXE

LEVEL SELECT

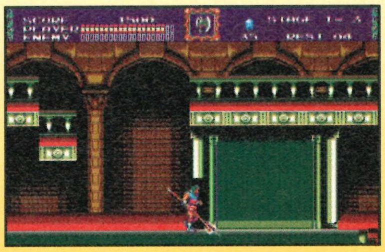
And now for a really grey-bearded tip, classic in the fact that Golden Axe was one of the first ever MD titles.

At the character-select screen, press down and left on the control pad, then press B and start. A number appears in the upper-left corner of the screen; this is the level which you can start on. Use the pad to select a level and press start to begin the game.

NINE CONTINUES

At the character-select screen, press down and left on the control pad, then press A and C. Release all of the buttons and press start. You'll have nine continues in the next game.







CASTLEVANIA

EXPERT MODE

On the second title screen press up, up, down, down, left, right, left, right, B then A. You should hear a ringing sound. Now go to the options screen and change the difficulty to expert mode.

FINAL BOSS

To fight Dracula from the start, enter this password:

AXE	NONE	NONE	AXE
AXE	NONE	EMBLEM	NONE
JEWEL	AXE	JEWEL	NONE
NONE	NONE	JEWEL	AXE

TIPS MEGA CD

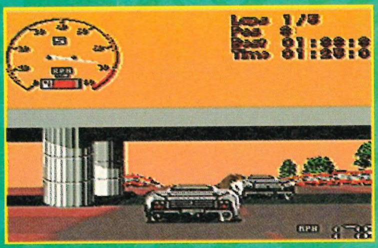
JAGUAR XJ220

LEVEL SKIP

On the options screen, delete the current name and input Mar. Then choose World Tour and select a race. When the race starts, pause the game, then press A, B, and C together to win.

Lorenzo Olivieri, Slough



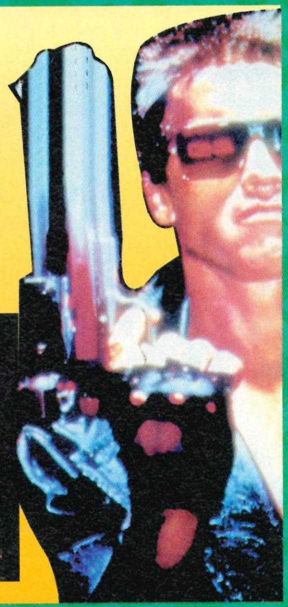


THE TERMINATOR

SECRET MENU

Hold the D-Pad to the right on the title screen, then press B, C, B, B. Release the D-Pad, and press start to find the secret menu.





PRIZE FIGHTER

HIDDEN VIDEO SCENES

On the options menu press and hold A, B, C and right. You must press the buttons in that specific order and continue holding each button down until the hidden sequence begins.

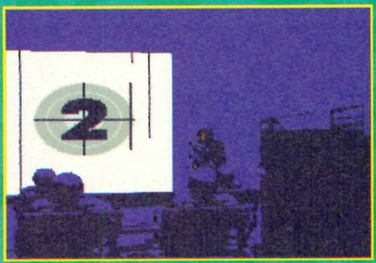


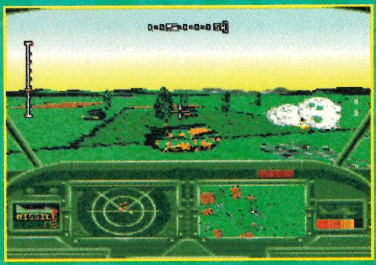
THUNDERHAWK

INFINITE ARMOUR AND WEAPONS

Pause the game and push up, right, left and down. Infinite armour and weapons should now be yours.





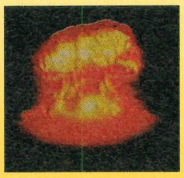


GROUND ZERO TEXAS

SHOOTING ADVICE

If you move the cursor constantly from left to right on the shooting screens, the cursor should automatically be dragged towards an enemy when it pops up. All you need do is press the fire button for an easy target.







DOUBLE SWITCH

HIDDEN VIDEO CLIP

Play through the game until you reach Act III. Sit back and lose the game, and when the 'Game Over' video clip starts to play, quickly press left, A, up, right, A on controller 1.

Ahmad Aret, Amman, Jordan



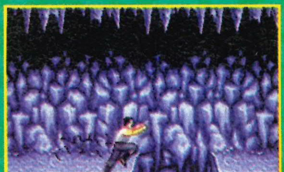




CLIFFHANGER

LEVEL SKIP

Using control pad 2, press start, C, B, A, right, left, right, left on the title screen. You can now skip levels by pressing C on pad 1.



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SUPER KICK OFF

SCORING TECHNIQUE

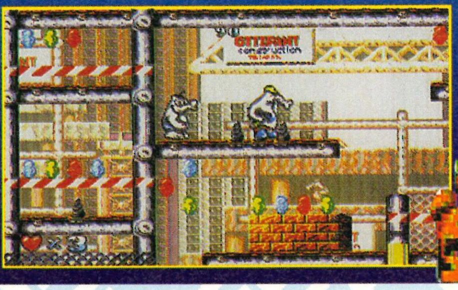
To score a goal straight from kick off, just run down to the edge of the centre circle and press button 2 to chip the ball. Keep running towards goal in line with the ball, and press button 1 to head it. Then head it again to see the ball go over the keeper and into the net. For this to work, ensure the wind option is set to OFF.

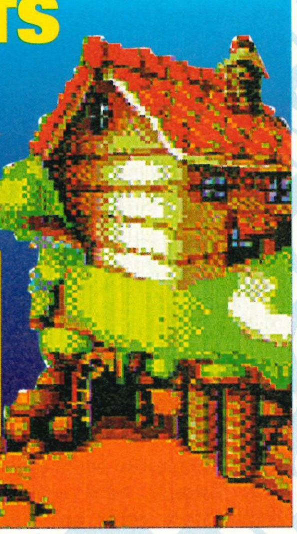
Daniel Edwards, Preston

THE OTTIFANTS

PASSWORDS

Basement	**JYSF**
Construction Site	**AOHT**
Office	**PIHE**
Jungle	**NRCF**

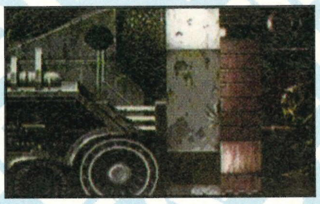




ALIEN 3

Enter your name as CHEAT on the high-score screen to get tons more ammo on the next game.

Mark Palmer, Leicester

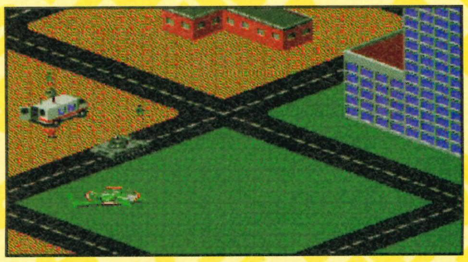






DESERT STRIKE

PASSWORDS



The letters we've received for the passwords to this tough 8-bit war affair have been flooding in. Here are the level passwords:

Campaign 2	**QQZRELEN**
Campaign 3	**QPUAAAQ**
Campaign 4	**QPNEMEN**

Tom Lambert, York



ROBOCOP VS TERMINATOR



WEAPONS SELECT

Pause the game and press up, 1, up, 2, up, 2, up, 1, down, 2, down, 1, down, 1, down, 2. Unpause to select a weapon.

SKIP LEVEL

Pause the game and press down, 2, down, 1, up, 2, down, 2, down, 2, up, 1, down, 2, up, 1. Unpause to skip a level.

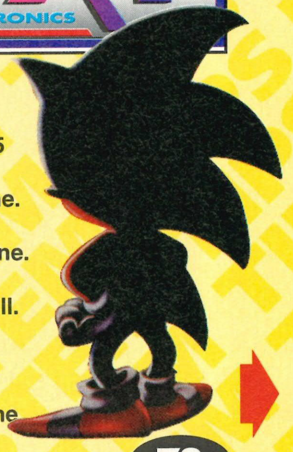
START WITH NINE LIVES

Pause the game and press up, 1, down, 1, down, 1, up, 2, down, 2, down, up, 2, up, 2, up, 1, up, 1. Unpause to receive these lives.

Pro ACTION REPLAY

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SONIC CHAOS



00D50C95
Jumps higher.
00D298XX
Replace XX for level select.
00D2981A
Special zone 2.
00D2970A
Special zone 3.
00D2970B
Special zone 4.
00D2970C
Special zone 5
00D29701
Gigalopolis zone.
00D29702
Sleeping egg zone.
00D29703
Mecha green hill.
00D29704
Aqua planet.
00D29705
Electric egg zone

TIPS GUIDE

MEGA DRIVE

SUB TERRANIA

TIPS GUIDE PART II

The final four levels of the underworld proved to be a little more tricky. From level seven onwards, there's no map scan to refer too, so Mark Hill completes this most excellent at-a-glance guide with maps of his own! Pinpoint the rest of the power-ups and objects with ease – helping you to finish Subterrania...





LEVEL 7

Now you have no map scan. Fear not though, we've fixed the scanner! Use our maps to pinpoint power-ups and objects.

From base nip down a small channel forking right to find missiles. With these at hand, enter the water. This is tricky at first as the water pressure constantly pushes you up towards the surface, making going down more difficult – almost as if gravity was reversed!

Take the left fork just past the waterline and go through to the other opening. Out of the water and up at the top of the play area you'll find the anti-pressure device. Now water travel becomes a lot easier with five settings to play about with.

Before you reach water again, however, don't forget to shoot the fireballs. They'll drop down and destroy the stone barrier so you can pass.

Get the fuel supply at the barrier, then remember your tube bombs! These are found right at the bottom of the play area. The bombs will blow the green tube open (go back the way you came) and give you access through the nearby barrier to the exit. There are no miners or SUBs on this level, so finish by going off the screen to the left.



Drop your two tube bombs on this green tube. The left passage will open.



The first gate is much like the others in this level. Just blast until you are past.





Destroy the guns mounted on this gate first, then bust it open!

LEVEL 6

From base go downwards just before the first gate to find a Weapons Enhancement pod (select Green). Use the track to save on fuel! Now go back up and bust the gate with a salvo of firepower.

Once through, a wave of flying mutants will attempt to make life tricky. Kill these off by getting into a good firing position whilst ensuring the gravity won't drag you into their war path. When these birds hit the floor, find an extra life just below and to the left. Under the extra life there's also a fuel supply and a group of miners that need picking up (refer to map).

Now go back to the top of the play area and bust open a second gate with the guns attached. Find the large robot guardian at the bottom of the play area. He's one mean machine with a lethal fireball that'll turn you into proton dust if you don't get out the way! Once the robot breaks down through your relentless green firepower, pick up the miners and then destroy the small gate to the left. Through here you'll find a fuel supply and, just above, a shield replenish.

To get the SUB, go back through the busted gate and find another similar gate past the robot to the right.

Collect this and go back to base to complete the level.







LEVEL 8

This level involves more tricks with lasers. From base go directly right to find a small channel leading to the Weapons Enhancement pod. Select 'Blue' as your weapon, then work your way around to the vital Mirror Laser needed for the end of the level.

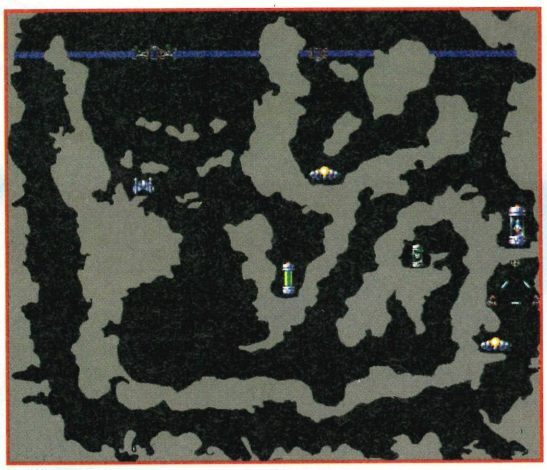
After collecting the Mirror Laser, take the next route upwards to find the force-field unit. Fire at the blue button to deactivate the system so you can go across the top of the play area.



This is the force-field you'll need to deactivate before completing the level.

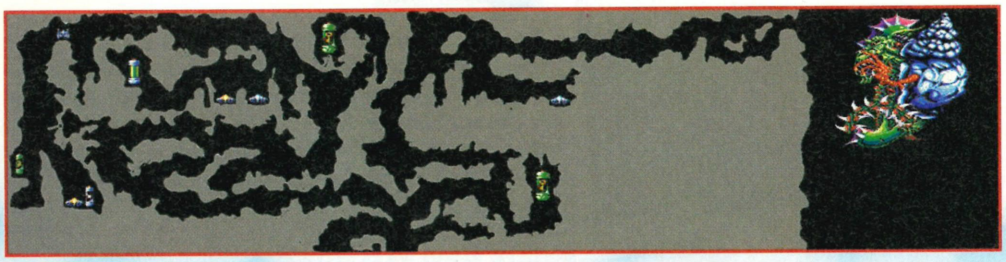


Now you are on your way to the laser deflector system. Travel down the left side of the play area, along the bottom, then up at the right side to find the triangle of deflectors. Select and feed your Mirror Laser into the bottom-right prong of the triangle. Repeat until this is used up. The laser will overload as it goes through a series of cycles around the triangle. This blows a hole in the rock to create an exit.



Remember to feed the Mirror Laser into the bottom-right prong of the triangle.





The big ugly guardian at the end of this final level takes some beating. Avoid as much of his fire-power as possible.

LEVEL 9

The final level is by far the most frustrating. Firstly because of the water currents, and secondly, the network of narrow caverns that require steady control to pass through.

The first thing you should do from base is collect a pressure crystal to help save on fuel. Find this directly below your starting point on the left side of the play area. You should also find an extra life in the channel next door.

Now go back up past base and pinpoint the first key on the map. Collect this to open the first electric barrier, but first grab the Weapons Enhancement and fuel pods en route.

When you reach the row of falling spikes, life can get very tricky! Various animals attack at great speed and the currents pull you into the cave walls. Ensure you use the anti-pressure device to keep moving swiftly – it's so easy to lose energy through constant collisions with the cave walls and creatures!

Find the second key to open another electric barrier next, then work your way around the last windy section of caves until you reach open space. Now you face your final battle!

The guardian is huge – you'll have some fun defeating this guy! The best tactic is to hover along the top of the screen and face downwards. Use the thrust to prevent drifting too close and then fire at will. Move left or right to avoid his jump attacks.

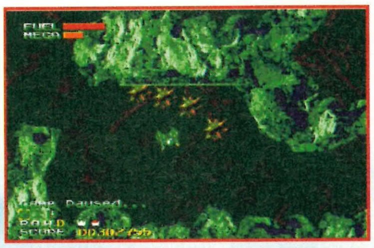
When you've brought his energy level down, he'll launch small slug-like creatures at you. Continue to play an *Asteroids*-type game of dodge and fire until the second energy bar is brought to an end and the guardian is finally laid to rest. Sit back and watch the 'congratulations' message scroll down the screen: you've conquered the underworld!



This is the big mother you'll have to contend with. Is it a dragon snail?



He's spitting out slugs now. Time to play a game of asteroids...



Under the water, pressure is a problem. Avoid these spikes at all costs.



KEY TO ICONS

Anti-pressure icon 

Extra life icon 

Fuel icon 

Key icon 

Mirror laser icon 

Missiles Icon 

Pressure capsule 

Replenisher icon 

Starting point icon 

Sub icon 

Troops icon 

Tube bombs icon 

Weapons enhancement 

TIPS GUIDE
MEGA DRIVE

PETE SAMPRAS TENNIS

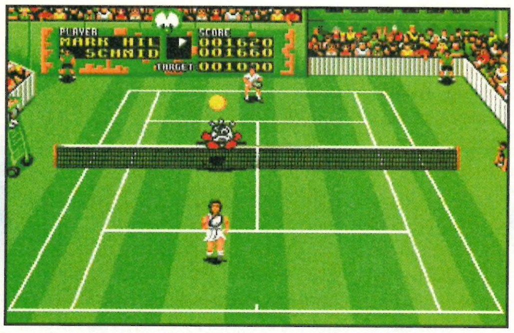
HIDDEN OPTIONS

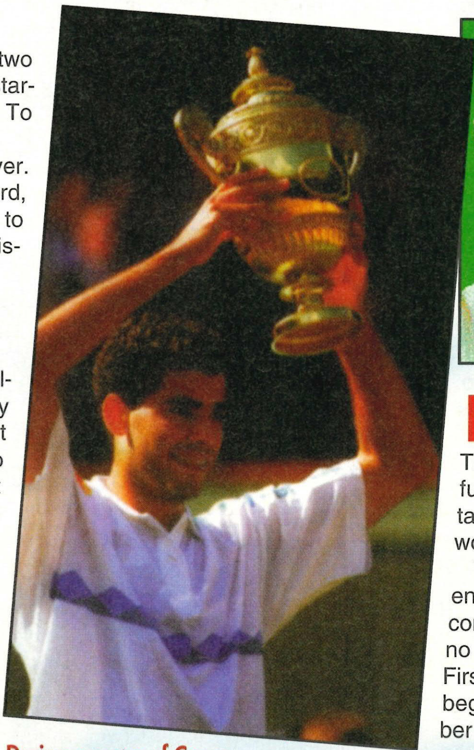
Hidden within Pete Sampras Tennis are two bonus games. They are Crazy Tennis (starring Dizzy!) and a Huge World Tour. To access these, do the following:

First select the World Tour, then choose a player. Enter you name, select 'yes' to enter a password, then put in ZEPPELIN as the password. Go back to the main screen and see the two extra options displayed.

CRAZY TENNIS

Play against the computer or with a friend and collect icons to give you the ability to perform many amazing tricks. Both players must reach the target score in the time allowed for them to continue to the next round. The competitor with the highest score when time runs out wins. The time allowed to reach the target score will decrease as you progress.





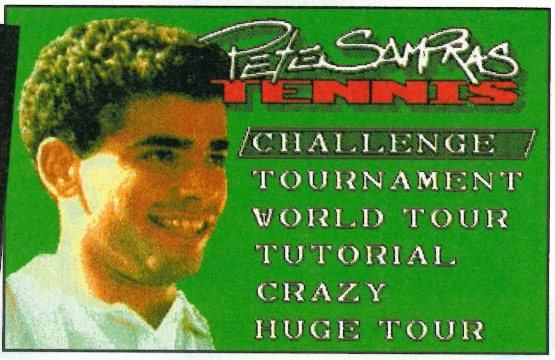
During a game of Crazy Tennis you can smash Dizzy to bits as he walks across the net. Splendid! All we need to see now is Mario doing the same.

The controls for this are the same as the normal game except for serving. The ball is served automatically from a machine that appears in the centre of the court on the appropriate side. The icons are collected simply by running over them. Effects from icons last only a few seconds – these include big ball, speed up, ball control (incredible aftertouch), and slow down.



Argue with the umpire any time you wish. When you're about to serve, simply press DOWN-RIGHT on the joypad and START. It may not change the score, but it makes you feel more satisfied!

Codemasters



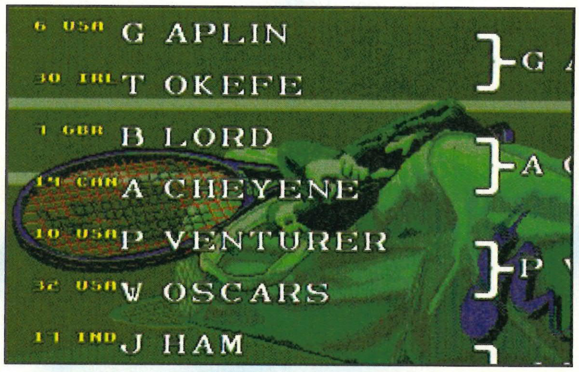
HUGE TOUR

This second secret option allows you to compete in a full season's tour of the world. Up to eight players can take part at any one time – each with their own passwords!

To play, select the number of players competing and enter their passwords if they have them. Each person continues the season at the point where they left off. If no passwords are entered than a new season is begun. Firstly, choose which player you would like to be. You begin ranked 35, your aim is of course to become number one.

WORLD TOUR PASSWORDS

1	**START (Stuttgart).**
2	**CAR (Tokyo).**
3	**VEGAN (Washington).**
4	**STAR (Dusseldorf).**
5	**LCD (Paris).**
6	**WALL (Montreal)**
7	**SINKORSWIM (Barcelona).**
8	**SHELF (San Francisco)**
9	**WINDOW (Bombay).**
10	**POOL (London).**
11	**LUCKY (Zurich)**
12	**HOUSE (Memphis)**
13	**CUE (Milan)**
14	**DURHAM (Barcelona)**



a d v e r t i s e m e n t

VIDEO GAME CENTRE

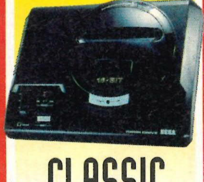
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If you rent or buy older titles, a few classic tips could be useful. We bring you a selection of the best...

TIPS  CLASSIC

Classic TIPS

MEGA-LO-MANIA

LEVEL CODES

LEVEL 2 GXADZXFIWME
LEVEL 3 ECBDRZLIWMA
LEVEL 4 CHBDVZLXXSM
LEVEL 5 SYZCHWLDRTQ
LEVEL 6 QESCFXEXHUI
LEVEL 7 DWCCHIVECHC
LEVEL 8 JSVADMMBQHY
LEVEL 9 IHWAHKDUHNG
LEVEL 10KLFDZFMWMW

FLASHBACK

PASSWORDS

Stage 1	FALCON
Stage 2	DATA
Stage 3	MILORD
Stage 4	QUICKY
Stage 5	BIJOU
Stage 6	BUBBLE
Stage 7	CLIP
Ending Sequence	CYGNUS

SONIC THE HEDGEHOG 2

LEVEL SELECT

Sonic 2 is considered by many to be the most playable of the Sonic series. Here's that famous level select:

Go to the options menu from the title screen by pressing DOWN on the control pad. Enter the sound test and select sound 19, then press C to hear it. Next, select sound 65 and press C, then sound 9 and press C, and finally sound 17 and press C. You should hear a special sound as the music starts. Hit START to return to the title screen, then hold A and press START for the level-select.

TINY TOON ADVENTURES

JUMP START

Enter this password:
TDQW QQWQ QKWQ QQQW WGRY.
You will jump straight to level seven.

WORLD OF ILLUSION

PASSWORDS

MICKEY MOUSE

Level 2 ....Goofy/Clubs, Daisy/Hearts, Goofy/Hearts, Scrooge/Diamonds.
Level 3 ....Goofy/Hearts, Pluto/Spades, Scrooge/Diamonds, Minnie/Spades.
Level 4 ....Daisy/Hearts, Scrooge/Diamonds, Pluto/Spades, Goofy/Clubs.
Level 5 ....Scrooge/Diamonds, Goofy/Clubs, Goofy/Hearts, Pluto/Spades.

DONALD DUCK

Level 2 ....Pluto/Spades, Scrooge/Diamonds, Goofy/Clubs, Minnie/Spades.
Level 3 ....Goofy/Clubs, Goofy/Hearts, Daisy/Hearts, Pluto/Spades.
Level 4 ....Daisy/Hearts, Scrooge/Diamonds, Goofy/Hearts, Pluto/Spades.
Level 5 ....Pluto/Spades, Goofy/Hearts, Goofy/Clubs, Scrooge/Diamonds.

TWO-PLAYER

Level 2 ....Pluto/Spades, Goofy/Hearts, Minnie/Spades, Goofy/Clubs.
Level 3 ....Scrooge/Diamonds, Minnie/Spades, Goofy/Hearts, Daisy/Hearts.
Level 4 ....Minnie/Spades, Daisy/Hearts, Goofy/Clubs, Pluto/Spades.
Level 5 ....Goofy/Clubs, Scrooge/Diamonds, Pluto/Spades, Goofy/Hearts.

DRAGON'S FURY

8 BALLS

Enter DEVILCRASH as your password to start pinballing with eight balls as opposed to the normal three.

FATAL FURY

INFINITE CONTINUES

On the 'Continue' screen, hold UP and press A, B and C simultaneously. Now let go and press them all down once more. Your credits will go up every time you repeat this.

FORGOTTEN WORLDS

INFINITE CONTINUES

Play in two-player mode, and when one player dies, hit START several times in rapid succession.

JAMES POND

OPEN ALL EXITS

On the title screen press C, LEFT and START. During the game press A, B and C simultaneously while rotating the joypad. This will open all exits, making the game much easier.

GLOBAL GLADIATORS

EXTRA LIVES

Pause the game and press A, A, A, B, B, B, C, C, C, C, B, and A. Unpause, and if a voice calls out "You Cheater", repeat until you get all the lives you need.

LEVEL SKIP

Pause the game and press B, C, C, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

INFINITE LIVES

When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

ROAD RASH

LEVEL CODE

To start rashing on a Diablo with £27,440 on level 5, simply enter this password:
43143 067K0 01EVD 571R

XENON 2

INDESTRUCTIBILITY

Play a game and get a high score, enter ARM in the high-score table. Now play another game and get a slightly lower score – but still be on the high-score table. Enter OUR underneath the ARM, and when you play the next game, you will be invincible.



Jason returns this moth (moth? Grief, I've forgotten how to type) MONTH after a huge battle with Nick Roberts to reclaim what was always rightfully his. Well, huge is the wrong word – Nick collapsed at the first opportunity – so a warm welcome to our very own Tips maestro (yep, I can spell after all), Jaaasssooon Johhhnnssson!

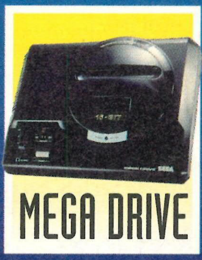
YOU NEED HELP?



HOW DO YOU FEEL?

With the sunshine streaming through the windows and the sea slapping against the sandy shores, Mark is in a relaxed mood as he leans out of the 5th floor window with a comforting Benson and Hedges. Phil's distraught, and who can blame him? He's working on two magazines! Nick M's happy as ever and me, I'm just biding time and enjoying life. How do you feel today? Stressed out about your latest game, a little down and needing a good pick-me-up? Read on, because YOU NEED HELP is here for you.

VIRTUA RACING



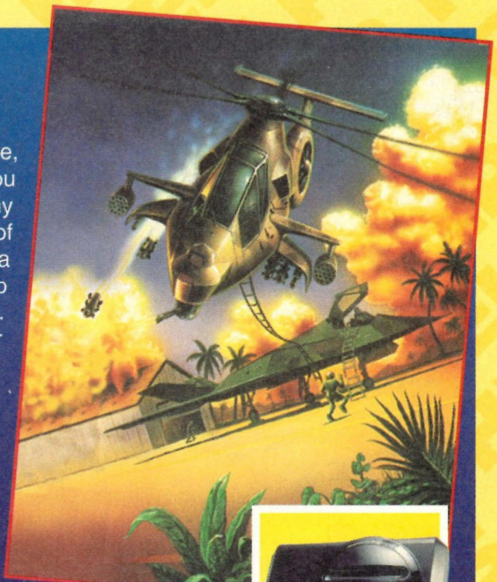
Q Am I right in thinking there is a cheat or something that lets you play *Virtua Racing* in a so-called mirror mode? I hope there is because I've already finished each of the three courses. Having lashed out 70 notes of my Granny's pension on the import version, I just want a bit more playtime from my odd-shaped cart.
Professor X, Address Supplied

A *As Mark Hill, SEGAPRO's top tipster, exclusively revealed in last month's ProTips, there is, in fact, a cheat to leapfrog straight into a mirror course mode. So, Professor X you dude from Address Supplied, cop this...*

When the Sega logo flashes on-screen, simultaneously press A, B and up, followed by a tap of the old start button. Lo and behold, wonders will never cease, if you've done it right the mirror mode will be active. This gives you even more endless hours of ace driving and makes Granny's state-supplied cash income all the more well-spent.



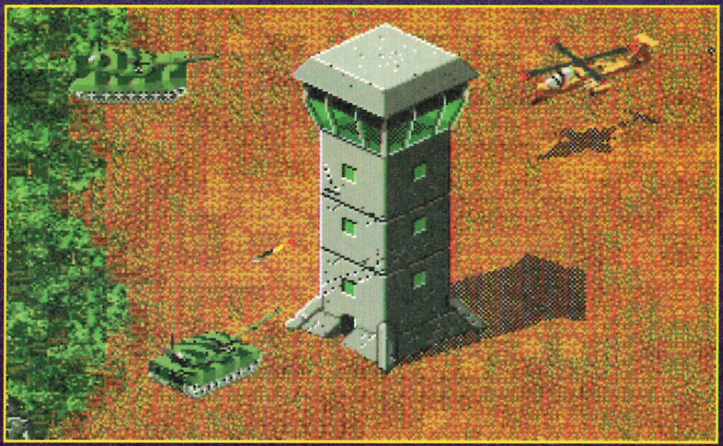
JUNGLE STRIKE



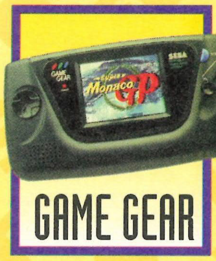
Q Please, please, please could you help me and my mum and dad on level 2 of *Jungle Strike* for the Mega Drive? We keep blowing up things with the hovercraft. Please could you either give us a code for level three or a cheat for infinite lives, or tell us how to pick-up things, as this may help us in completing the game?
Jake Herman



A *You keep blowing things up with the hovercraft, eh? My advice to you is to slow down a bit and just touch the item icons to collect them. This, Jake, Mum and Dad, should stop them exploding. Now you don't need a cheat for infinite lives or the code for level 3, do you?*



SONIC 2

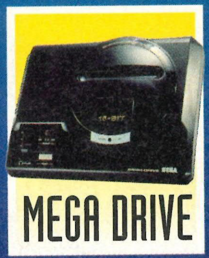


Q I am a SEGAPRO reader and have a Game Gear. In issue #33 you printed a cheat on the Game Gear version of *Sonic 2*. Yet when I tried the cheat it did not work. This cheat is a level select, so please help because I'm having problems with this game.
Billy Coates, Portsmouth

A *Issue #33, eh? No, I don't think so. But anyway, just for you Billy, here's a reprint of the Sonic 2 level select... Wait until the title screen appears, then hold down buttons 1, 2 and start. Rotate the D-pad until you hear a jingly sound and you should be able to enter any level you choose. If that doesn't work, who knows!?*



JURASSIC PARK



Q Please can you help me? I am having trouble on the sewer stage in *Jurassic Park* for the Mega Drive. Please tell me the codes. Thank you.
Sean Coveney

A *A little tricky the sewer stage isn't it, Sean? Hope these Normal level codes do the trick:*

	GRANT	RAPTOR
Jungle	0VVUP8EB	G21G0025
Power Station	2VVUP8ED	I21G0027
River	4VVUP8EF	N/A
Pumping Station	6VVUP8EH	K21G0029
Canyon	8VVUP8EJ	M21G002B
Volcano	AVVUP8EL	N/A
Visitors'Centre	CVVUP8EN	O21G002D



FLASHBACK



Q Could you please help me on *Flashback* for the Mega Drive because I am very stuck on level seven. A few passwords wouldn't go a miss. By the way, I have just started reading your magazine *(What took you so long? — Nick)* and it's fab. Keep up the good work.
Mark Munden, Worcester

A *Cheers pal, we know it's the best in the world, but without readers' letters like yours we just wouldn't believe it. What a star! For you and everyone else stuck on the brilliant* Flashback, *here are the level codes:*





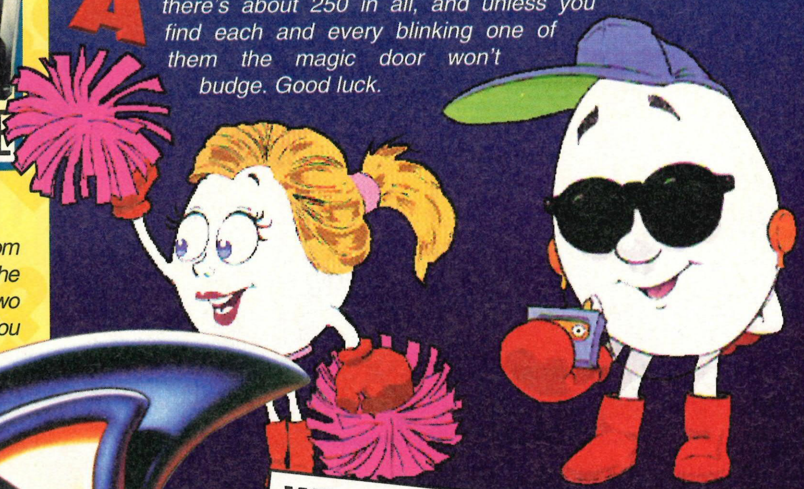
PIXEL
BETSY
STUDIO
TOHO
AKANE
INCBIN
CYGNUS

FANTASTIC DIZZY



Q I am stuck in the Cloud Castle on *Fantastic Dizzy* on the Game Gear. I have used the skeleton key in the lift, put the fire out with the bucket of water and laid the Persian rug. Problem is, I can't seem to get high enough to meet Wizard Zak. Please, please help.
Debbie Stokoe, Cleveland

A *The answer to your question is collect all the stars. I think there's about 250 in all, and unless you find each and every blinking one of them the magic door won't budge. Good luck.*



SONIC 3



Q You're probably getting lots of letters from people who can't get the *Sonic 3* level select to work. This is one of them, but I don't need the level select itself, I just want the sound test on it. Is there an alternative sound test cheat? Please pity a poor addict who likes taping game soundtracks onto cassettes. I don't have a Game Genie or Action Replay.
Kate Sellat, Little Planet Mobius.

A *Hey Kate, you're not the only one who enjoys taping soundtracks from games: our own Phil King, also from Planet Mobius, claims to have the biggest collection this side of the Star Bar. Why not send in one or two samples to YOU NEED HELP? and we'll pass them to our starry- eyed Kingster. You may even find a swapsy pal. By the way, Mark says the Sonic 3 level select does work, it's just a little tricky to access: speed is of the essence.*



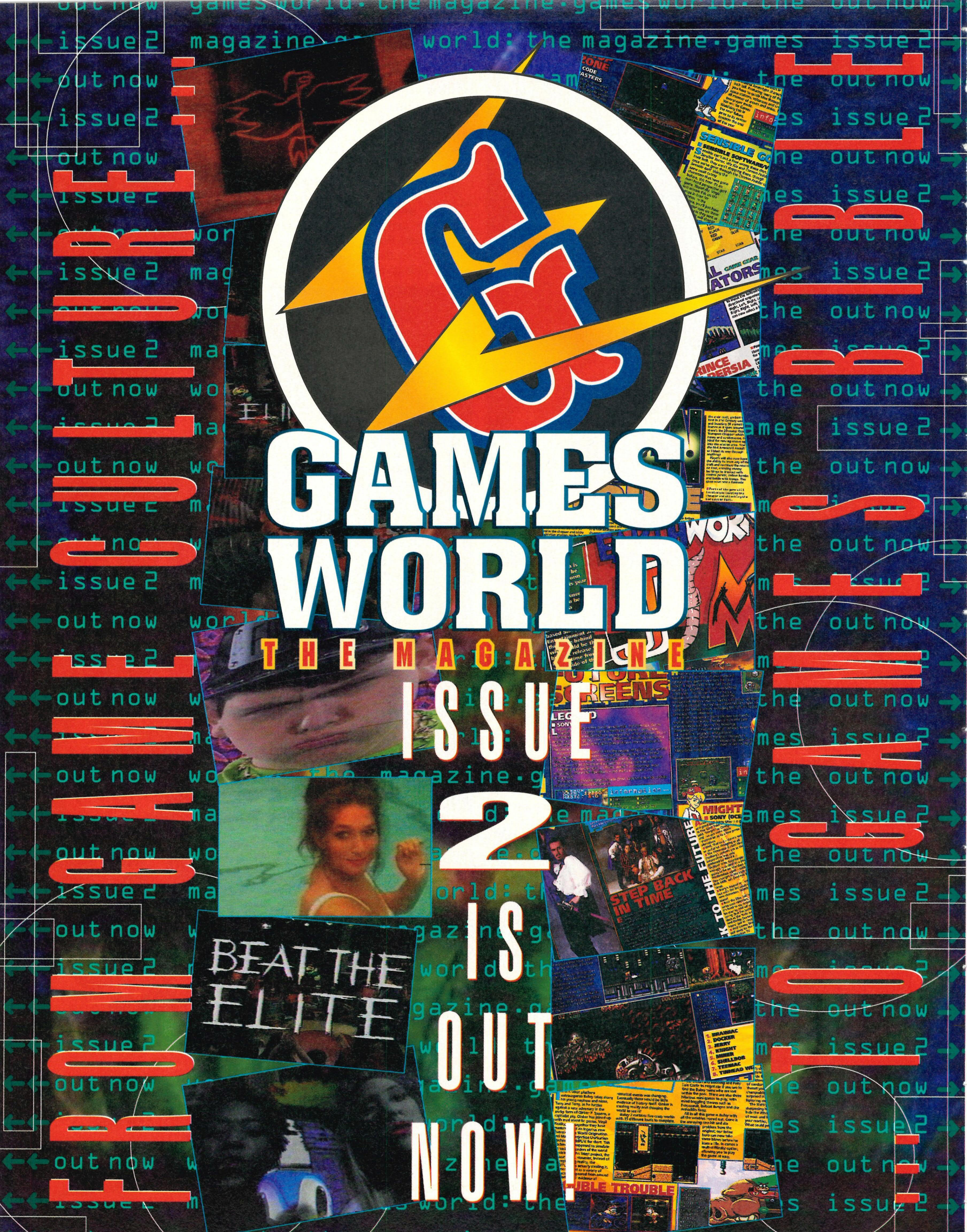




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READER'S ADS

FOR SALE

Game Gear, TV tuner £40. GG Super Kick Off £18. Joe Montana Football £12. Will swap. Please contact David at 46 Maple Crescent, Clanfield, Waterlooville, Hants PO8 0LP.

MS for sale with gun, 3D glasses, 3 joysticks and 12 games including WWF, Lemmings, New Zealand Story and Speedball 2. Only £100. Call 081 553 3081 after 5pm. Buyer collects.

For sale. Mega Drive with two control pads and 10 games including FIFA Soccer and Street Fighter II. Worth £550, will sell for £350 ono. Phone (0279) 503944.

Amstrad CPC 6128, disk drive with colour monitor and 27 games. Bought for £400, will sell for £150. Call 081 471 7339.

For sale: Mega Drive games: Rainbow Islands £30, Aeroblasters £30, Micro Machines £25, Aladdin £25, Hellfire £17, Dragon's Fury £17, Fantasia £13, Green Dog £13, Super HQ £9. Tel: 0202 490276.

For sale: Mega Drive games: Hard Drivin' £9, ESWAT £9, Whip Rush £9, Outrun £9, F22 £13, Zero Wing £13, Marble Madness £13, Thunderforce III £17, ToeJam and Earl £17. Tel: 0202 490276

Game Gear games. Shinobi £12, Prince of Persia £10, Indiana Jones £10, Defenders of Oasis £15, Crazy Golf £10, Magnifier £8, Converter £8. Phone (0925) 225863 after 6pm. Hurry!

For Sale: Mega Drive 1 and Mega-CD 1 with two joypads and Road Avenger for £210. John Windsor, 37 Goldcrest Way, New Addington, Croydon, Surrey CR0 0PL.

For Sale: Game Gear games: Streets of Rage and Alien 3. Will consider swapping if interested. Phone (0706) 376243. Amiga games for sale.

Game Gear, four great games including Sonic 1 and 2. AC adaptor, VS cable and carry case £80 for quick sale. Tel: (0509) 853415 and ask for Ian. Phone any time after 4:00 pm.

For Sale: Mega Drive and two controllers and Batman, all boxed £70. Tel: Phil on 081 505 4808 after 7pm. Sonic 2 £15, Powermonger £20, Gods £19, Gunstar Heroes £18. EA Hockey £15, Aladdin £25.

For Sale: Game Gear with any 5 games including Cool Spot, Land of Illusion, Star Wars and many more. Also TV tuner, battery pack and carry case. £200. (0522) 791898.

For Sale: Mega Drive with Mega Games 1, Sonic and Castle of Illusion all for £100. Ring Chris: (0522) 791898.

Mega Drive games for sale: Wrestle War £10, Pele £10, Arch Rivals £15, Madden '93 £20, Smash TV £15, F22 Interceptor £15, Speedball 2 £15, Road Rash £20, Pit Fighter £15. Phone Martyn on 061 436 4703.

Master System 2 with two joypads and four games: Mortal Kombat, Donald Duck, Indiana Jones, Renegade. Still boxed as new. Tel: 0952 597808. Sell for £80.

For Sale: Master System games: Flintstones £7, Bubble Bobble £7, Global Defense £4, Ninja £4. Also Micro Machines for the Mega Drive £15. Good condition. Phone James on (0983) 865567.

For Sale: Mega Drive in good condition with FIFA and five other games and two joypads. Worth well over £300, sell for £190 ono. Phone Gareth after 4pm on (0639) 888229.

SWAPS

My Mega Drive, Mega-CD, three joysticks, nine games and 50 magazines, also tips books. Swap for Amiga 1200 with a few games or will sell for £230 ono. Tel: 0243 376954.

SUPERBLAG!

How's about splitting the difference and selling the whole lot for a more reasonable £175?

Game Gear, 11 games, boxed, instructions. NBA Jam, Cool Spot, Mortal Kombat, Olympics, Sonic and Mickey games. Case, car adapter, headphones. Worth £500, sell for £290. Tel: (0252) 836272.

I will swap my Zombies for your Mortal Kombat or my Muhammed Ali for your WWF2 or Super Monaco Grand Prix 2 or Gladiators. Tel: Damon (0259) 823398.

Swap Sonic Chaos for Cool Spot or Jungle Book for the MS. Phone (0206) 262720 and ask for Adam. Phone on Monday and Thursday after 6:00pm.

I will swap Marble Madness for Micro Machines or Lemmings on the Master System. If interested please contact Aston Wood at 19 Bredel House, Burgess Street, Poplar, London E14. (Has to be in London.)

Will swap Castle of Illusion (GG) for Micro Machines, Chessmaster or World Class Leader Board. Will consider other swaps. Contact (0851) 870933. Must be with instructions. Phone after 5pm any day except Thursday and ask for John.

Swap Sonic, Californian Games or Euro Club Soccer for Krusty's Fun House, Mortal Kombat or Jungle Book. Phone on 0777 704624 after 5pm.

PENPALS

12-year-old male seeks 12–13-year-old girl. Must be sexy, funny and must like games. Please write to Tom, 24 Matlock Road, Ferndown, Dorset BH22 8QU. Please enclose a photo.

Hello, female, 16-year-old looking for male penpals aged 15–20 who like video games, sports and music. Contact Vera Mavrona, 13 Frynis Street, 146–71 Athens, Greece. All letters will be replied.

11-year-old boy wanted for penpal who's into Mega Drive stuff and will write once a fortnight without obligation. Call Gavin Bent on 0349 830194 for details.

WANTED

Wanted for Mega Drive 688 Attack Sub. If you can help call Malcolm (0382) 553077.

Rings of Power – photocopy page 80 June 1992 SegaPro – will pay – Tel: 0382 736492. Kate Jimi Christie 51 Broadford Tce, Broughty Ferry, Dundee DD5 3EF.

If you have any Autobot or Deception transformers we will pay a good price or arrange a swop. Tel: (0760) 724070.

Basketball Knightmare and Buggy Run for the Master System. Will swap for other Master System or Game Gear games, or will buy. Call Alex week days after 6pm on 071 435 6305. Please, someone reply.

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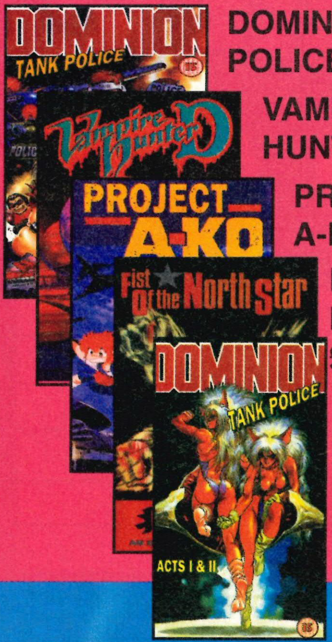


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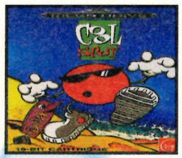
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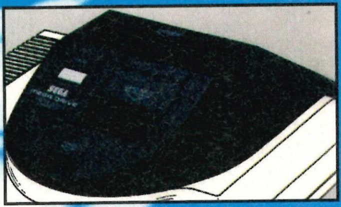
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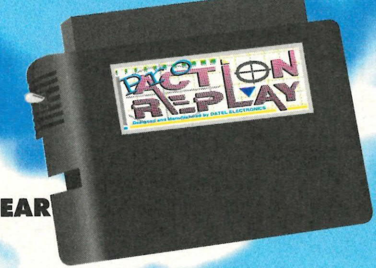
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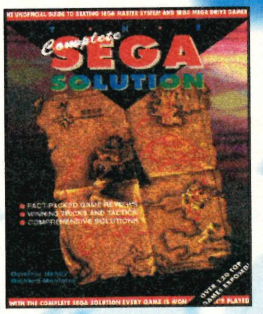
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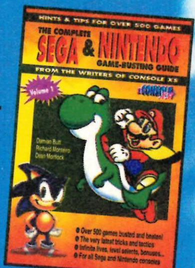
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1943
IMPORT
● Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still great fun. 64%

688 ATTACK SUB
SEGA
● Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADDAMS FAMILY
ACCLAIM
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 84%

AERO THE ACROBAT
SUNSOFT
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 84%

AEROBIZ
IMPORT
● An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II
SEGA
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER
IMPORT
● Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 73%

ALESTE (MUSHA)
IMPORT
● This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

ALEX KIDD IN ENCHANTED CASTLE
SEGA
● This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE
● May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 77%

ALIEN STORM
SEGA
● This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA
● Alisia Dragoon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA
● The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMERICAN GLADIATORS
IMPORT
● First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS
TECMAGIK
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANOTHER WORLD
VIRGIN
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES
ELECTRONIC ARTS
● James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE
● Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY
IMPORT
● RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID
SEGA
● Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA
● One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ART OF FIGHTING
IMPORT
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 67%

ATOMIC RUNNER
SEGA
● Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AWESOME POSSUM
IMPORT
● An ecological platformer it may be but awesome it ain't. Recycle the cart – you could use it as an ice hockey puck or something. 25%

AXIS
IMPORT
● This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE 3
SEGA
● Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
● This *Break-Out* clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 71%

BARKLEY, SHUT UP AND JAM
ACCOLADE
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 77%

BALL JACKS
SEGA
● A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS
FLYING EDGE
● This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BART'S NIGHTMARE
ACCLAIM
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

BATTLETOADS
SEGA
● This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN
SEGA
● This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS
SEGA
● Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
● Better than other Sega versions which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLFER
IMPORT
● A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
● Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS
● Its one advantage over other shoot-'em-ups is toughness challenging even the most gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
● Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
● A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO SHIP: PALADIN
IMPORT
● Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLADES OF VENGEANCE
ELECTRONIC ARTS
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 64%

BLASTER MASTER 2
IMPORT
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 62%

BLOCK-OUT
ELECTRONIC ARTS
● Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BOB
ELECTRONIC ARTS
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS
SEGA
● Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 58%

BOXING LEGENDS OF THE RING
ELECTROBRAIN
● A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BUCK RODGERS
ELECTRONIC ARTS
● Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

BUBBA 'N' STIX
CORE DESIGN
● Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 84%

BUBSY
ACCOLADE
● Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

BUDOKHAN
ELECTRONIC ARTS
● The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS
● Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BULLS v BLAZERS
ELECTRONIC ARTS
● A very realistic basketball sim – fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options making the game an extremely playable affair. 89%

BURNING FORCE
IMPORT
● A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 28%

CADASH
IMPORT
● A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
● Vertically scrolling shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA
● All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA
● Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET
SEGA
● Join the Planeteers in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

CASTLE OF ILLUSION
SEGA
● If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 93%

CASTLEVANIA
KONAMI
● Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION
ELECTRONIC ARTS
● A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA
● Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
● This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

CHAMPIONSHIP BOWLING
IMPORT
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHAMPIONS WORLD CLASS SOCCER
ACCLAIM
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of *Sensi* and the passion of *FIFA*. You'll score a lot though. 80%

CHESTER CHEETAH
IMPORT
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at *Rocket Knight Adventures* for a decent alternative. 35%

CHIKI CHIKI BOYS
SEGA
● This is Mega Twins and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

CHUCK ROCK
VIRGIN
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2
CORE DESIGN
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

CLUE
IMPORT
● Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

COOL SPOT
VIRGIN
● Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLLEGE FOOTBALL
ELECTRONIC ARTS
● A half way experiment between *Madden'93* and *'94* that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 91%

COLUMNS
SEGA
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 82%

CORPORATION
VIRGIN
● A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

COSMIC SPACEHEAD
CODEMASTERS
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN
SEGA
● Wander around *Gauntlet*-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRASH DUMMIES
ACCLAIM
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question about this is whether it's a bit too easy. 81%

CRUE BALL
ELECTRONIC ARTS
● Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

CYBERBALL
SEGA
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE
SEGA
● This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
● Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARK CASTLE
ELECTRONIC ARTS
● The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

DARWIN 4081
IMPORT
● Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics and gripping action. 81%

DASHIN' DESPERADOES
IMPORT
● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 59%

DAVE ROBINSON'S SUPREME COURT
SEGA
● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

DAVIS CUP TENNIS
TENGEN
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

DEADLY MOVES
IMPORT
● Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DECAP ATTACK
SEGA
● Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

DESERT STRIKE
ELECTRONIC ARTS
● A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DICK TRACY
SEGA
● Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
● *Devil Crash* on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DINOSAURS FOR HIRE
SEGA
● Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score long-term lastability could be a problem. 83%

DISNEY'S ALADDIN
SEGA
● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%

DOUBLE CLUTCH
SEGA
● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

DOUBLE DRAGON
BALLISTIC
● A real treat for big fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON 3
FLYING EDGE
● Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless street fighting. 35%

DRACULA
PSYGNOSIS
● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON
VIRGIN
● A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of *Eternal Champions* and *Street Fighter II*. 70%

DRAGON'S FURY
DOMARK
● Official release of *Devilish*. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

DRAGON'S REVENGE
TENGEN
● The sequel to *Dragon's Fury* is just as addictive and furious as its predecessor. Lots of diverting bonus levels. Just a shame it's only got the one pinball table. 87%

DUNE 2
VIRGIN
● A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 90%

DUNGEONS AND DRAGONS
IMPORT
● *Dungeons and Dragons* will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%

DYNAMITE DUKE
SEGA
● The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
● The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS
● Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

ECCO
SEGA
● Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. 93%

ELEMENTAL MASTER
IMPORT
● This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EUROPEAN CLUB SOCCER
VIRGIN
● If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

ETERNAL CHAMPIONS
SEGA
● A strong contender for the *SFII* 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 94%

EVANDER HOLYFIELD'S BOXING
SEGA
● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

EXILE
IMPORT
● A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 78%

EX-MUTANTS
SEGA
● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F1
DOMARK
● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

F-1 CIRCUS
IMPORT
● Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

F-1 GRAND PRIX
IMPORT
● Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

F-15 STRIKE EAGLE II
MICROPROSE
● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

F117 - NIGHT STORM
ELECTRONIC ARTS
● Pilot the stealth bomber through numerous special missions. More strategy then seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 83%

F-22 INTERCEPTOR
ELECTRONIC ARTS
● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS
● One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA
● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FANTASTIC DIZZY
CODEMASTERS
● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 90%

FATAL FURY
SEGA
● A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FATAL LABYRINTH
SEGA
● *Fatal Labyrinth* is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS
● Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

FATMAN
IMPORT
● This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FIDO DIDO
KANEKO
● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 83%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
● SEGAPRO Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 94%

FIGHTING MASTERS
IMPORT
● Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE SHARK
SEGA
● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD
● If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA
● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA
● Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA
● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA
● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC
● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

GAIARES
IMPORT
● Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 81%

GAIN GROUND
SEGA
● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

GALAXY FORCE II
SEGA
● Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GAUNTLET IV
TENGEN
● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

GENERAL CHAOS
ELECTRONIC ARTS
● The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please. 54%

GHOSTBUSTERS
SEGA
● All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA
● A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN
● Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

GODS
ACCOLADE
● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%

GOLDEN AXE
SEGA
● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA
● Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GOLDEN AXE III
IMPORT
● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

GRANADA X
SEGA
● Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

GRANDSLAM TENNIS
SEGA
● Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA
● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

GRIND STORMER
IMPORT
● Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%

GUNSHIP
US GOLD
● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 49%

GUNSTAR HEROES
SEGA
● The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

GYNOUG
SEGA
● At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

HARDBALL III
ACCOLADE
● Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

HARD DRIVIN'
TENGEN
● Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

HAUNTING
ELECTRONIC ARTS
● Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

HEAVENLY SYMPHONY
IMPORT
● This is packed with loads of original options and special features. Definitely the only racing game presently worth forking out for on the Mega-CD. 90%

HEAVY UNIT
IMPORT
● This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

HELLFIRE
IMPORT
● Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA
● You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HIGH SEAS HAVOC
IMPORT
● A dull *Sonic* clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 68%

HIT THE ICE
IMPORT
● This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%

HOOK
SONY
● If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 64%

HOME ALONE
SEGA
● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

HYPERDUNK
KONAMI
● Although lacking flair this is a very solid eight-player basketball release. Non-stop action combined with a fair dose of strategy and challenge will keep you dunking. 83%

IMMORTAL (THE)
ELECTRONIC ARTS
● *The Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD
● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

INSPECTOR X
IMPORT
● This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. Almost essential kit. 90%

INSTRUMENTS OF CHAOS
IMPORT
● One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 39%

INTERNATIONAL RUGBY
DOMARK
● This rugger sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

ISHIDO: THE WAY OF THE STONES
IMPORT
● Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

J LEAGUE PRO STRIKER
IMPORT
● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Jap machines! 90%

JAMES BOND - THE DUEL
DOMARK
● James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS
● This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS
● Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. A brilliant sequel. 90%

JAMES POND 3
ELECTRONIC ARTS
● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as *JP II* though.. 83%

JAMMIT
VIRGIN
● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy spoils a reasonable title. 80%

JEWEL MASTER
SEGA
● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA
● One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA
● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the *John Maddens*. 75%

JOE MONTANA III
SEGA
● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden '93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS
● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touch-downs. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS
● An update on the graphics and sounds of *JM*. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS
● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden '92*, but if you haven't got one, buy this. 92%

JORDAN VS BIRD
ELECTRONIC ARTS
● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 78%

JUNCTION
IMPORT
● Junction mixes *Pipe Mania* with a slide puzzle, resulting in a very challenging game. 81%

JUNGLE BOOK
VIRGIN
● Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 88%

JUNGLE STRIKE
ELECTRONIC ARTS
● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

JURASSIC PARK
IMPORT
● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

KABUKI SOLDIER
IMPORT
● Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

PRO FILE

KA-GE-KI
IMPORT
● Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KEIO FLYING SQUADRON
IMPORT
● An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KICK BOXING
IMPORT
● A beat-'em-up of the tournament variety. Some nice training options and tough opposition compensate to some extent for a weak two-player mode. 80%

KID CHAMELEON
SEGA
● The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

KING COLOSSUS
SEGA
● Japanese adventure game with a long introductory sequence. Nine stages of very pretty, but uneventful, adventuring. You'll have to learn the lingo first! 43%

KING'S BOUNTY
IMPORT
● A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
● Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

KING OF THE MONSTERS
SEGA
● *King of the Monsters* isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK
● This is still one of the most infuriating and challenging puzzle games to play. Excellent sound and constantly changing graphics ensure that this has lasting appeal. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE
● A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LANDSTALKER
SEGA
● An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. 85%

LAKERS VS CELTICS
ELECTRONIC ARTS
● This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA
● This is a disappointing beat-'em-up because the graphics are – on the whole – great, but are let down by the painfully slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS
● Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA
● The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LETHAL ENFORCERS
KONAMI
● A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – this is probably the ultimate stress-reducing experience. 88%

LHX ATTACK CHOPPER
ELECTRONIC ARTS
● Far from original helicopter sim set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to war junkies. 70%

LOST VIKINGS
VIRGIN
● A puzzling platformer in which you control three characters (up to two at once). It just fails to be all -round brilliant as the control method is unsatisfactory. 87%

LOTUS II: THE ULTIMATE CHALLENGE
ELECTRONIC ARTS
● A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 72%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
● Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA
● If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
● A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS
● If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA
● Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

MARKO'S MAGIC FOOTBALL
DOMARK
● Great animation in this platformer with a footy to help you past obstacles and baddies. Could get repetitive though. 86%

MASTER OF MONSTERS
IMPORT
● A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
● This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MACDONALD'S TREASURELAND ADVENTURE
SEGA
A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 84%

MADDEN '94
ELECTRONIC ART
● The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. 91%

MAZIN WARS
SEGA
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

MEAN BEAN MACHINE
SEGA
● Originally reviewed as Jap import *Puyo Puyo* Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. Simply the best puzzler yet! 89%

MEGA LO MANIA
VIRGIN
● Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
● *Tetris*, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 83%

MEGA TRAX
IMPORT
● This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MEGA TURRICAN
IMPORT
● A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but still good for a blast. 78%

MERCS
SEGA
● Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS
● The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or in little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
● Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MiG-29 FIGHTER PILOT
DOMARK
● A challenging and exciting flight sim that takes you through five tough missions. Great polygon graphics and relentless cockpit drama! 82%

MIGHT & MAGIC
ELECTRONIC ARTS
● Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

MIKE DITKA FOOTBALL
BALLISTIC
● The graphics are poor, but the game is addictive. *Mike Ditka* doesn't have the charisma of *John Madden*, but his comments make more sense. 78%

MONOPOLY
IMPORT
● A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

MONSTER LAIR
SEGA
● Controlling a sword-wielding young lass may get you rather excited, but the whole adventure of hacking through the greenery soon gets very tedious. 40%

MOONWALKER
SEGA
● A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

MORTAL KOMBAT
ACCLAIM
● A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

MUHAMMAD ALI'S BOXING
VIRGIN
● There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS
● A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden* too deep, then try this for more fun. 70%

MUTANT LEAGUE HOCKEY
ELECTRONIC ARTS
● An attempt to pump up the comedy as players explode, get chainsaw-ed or vanish down holes in the ice. Funny or sick, it's up to you – but the gameplay is still shallow overall. 78%

MYSTIC DEFENDER
SEGA
● A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

NEW ZEALAND STORY
IMPORT
● This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

NBA ALL STAR CHALLENGE
IMPORT
● The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against against the CPU or a second human player. 68%

NBA JAM
ACCLAIM
● The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

NBA SHOWDOWN
ELECTRONIC ARTS
● At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 80%

NHLPA HOCKEY '93
ELECTRONIC ARTS
● The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NHL HOCKEY '94
ELECTRONIC ARTS
● In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
IMPORT
● Our Nige stars in an only average racing game. The lack of a two-player mode really stalls this on the starting grid before it has a chance to catch up. 62%

NORMY
ELECTRONIC ARTS
● A disappointingly normal platformer with only a few wacky sprites and bizarre situations to save the day. 75%

OLYMPIC GOLD
US GOLD
● The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
● An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

THE OTTIFANTS
SEGA
● Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 83%

OUTLANDER
IMPORT
● An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

OUT RUN
SEGA
● This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

OUTRUNNERS
IMPORT
● Ace in the arcades – this is a good looking conversion with lots of tracks but it's just far too simple to control. 76%

OUTRUN 2019
SEGA
● This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

PAC-MANIA
DOMARK
● *3-D Pac-Man* is a rather pleasant outing. The graphics are excellent, making the whole thing a joy to play. 78%

PAPERBOY
DOMARK
● A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 60%

PAPERBOY 2
DOMARK
● Another fine conversion, but still no two player vs mode. If you are a fan of Paperboy, then this is more of the same, with little else added. 63%

PEBBLE BEACH GOLFLINKS
IMPORT
● Just because this begins with the same letter as *PGA* doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running to the clubhouse. 50%

PELE
ACCOLADE
● Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it on the bench. 73%

PETE SAMPRAS TENNIS
CODEMASTERS
● Wonderful tennis game. The depth of gameplay is a joy as there are always new shots to learn. It's even got four-player built-in! 90%

PGA TOUR GOLF
ELECTRONIC ARTS
● Slightly better than *Arnold Palmer* due to its much greater realism (you will even get the occasional bird tweeting in the trees) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS
● A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PGA EUROPEAN TOUR GOLF
ELECTRONIC ARTS
● Still the same *PGA* formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a *PGA* title. 88%

PHANTASY SOLDIER 3
IMPORT
● As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

PHANTASY STAR II
SEGA
● First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

PHANTASY STAR III
SEGA
● Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA
● Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
● Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIRATES
MICROPROSE
● Sub-standard adventure yarn that lacks depth and lastability. There's just not enough hear to hold your attention. 72%

PIT-FIGHTER
DOMARK
● Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. How could this fail to be a winner? 87%

POPULOUS
ELECTRONIC ARTS
● One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
● The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWER CHALLENGE
ACCOLADE
● Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 72%

POWERMONGER
ELECTRONIC ARTS
● A massive land-conquering mission. Unfortunately, graphics and sound let it down and lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE
● Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

PRINCE OF PERSIA
DOMARK
● It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 83%

PRO MOVES SOCCER
IMPORT
● Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 42%

PRO QUARTERBACK
IMPORT
● A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

QUACKSHOT
SEGA
● You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

QUAD CHALLENGE
IMPORT
● Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

RAIDEN TRAD
IMPORT
● More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

RACE DRIVIN'
TENGEN
● This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 80%

RAINBOW ISLANDS
IMPORT
● With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RANGER-X
SEGA
● Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

RAMBO III
SEGA
● Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
● Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
● The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything special. 72%

RBI 4 BASEBALL
IMPORT
● Tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is too bland. 78%

RBI BASEBALL '94
TENGEN
● The best *RBI* but still lacking that bit of imagination and flair. Well made but ultimately rather too limited. 77%

THE REN AND STIMPY SHOW
SEGA
● Manic platformer in the spirit of these two gruesome creations. Wonderful graphics will let you believe you're playing a cartoon. The wackiness doesn't wear off! 85%

THE REVENGE OF SHINOBI
SEGA
● Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGS OF POWER
ELECTRONIC ARTS
● Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS
● Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
● Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS
● You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

ROAD RASH II
ELECTRONIC ARTS
● Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. 92%

ROBOCOP 3
ACCLAIM
● Third instalment of the lethal law-enforcer. Unfortunately he's only armed with flickery sprites and a boring old format. Better left at the cinema. We're waiting for an ED209 game. 54%

ROBOCOP VS TERMINATOR
VIRGIN
● A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality. 77%

ROLLING THUNDER 2
SEGA
● Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 88%

RUNARK
IMPORT
● Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
● An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
● This is a very sad little Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SENSIBLE SOCCER
SONY
● A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the user-friendly are great. 84%

SHADOW DANCER
SEGA
● The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS
● Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS
● The long awaited follow up to the original beastly adventure. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 78%

SHINOBI III
SEGA
● Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA
● Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINING FORCE
SEGA
● The best RPG game to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. 93%

SHOVE IT
IMPORT
● As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA
● Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SKITCHIN
ELECTRONIC ARTS
● An action packed race game along the lines of *Road Rash* only on skateboard. Fast moving and frantic only the lack of invention on later levels lets this down. 84%

SLAPFIGHT MD
IMPORT
● A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%

SLIME WORLD
IMPORT
● Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SNAKE, RATTLE AND ROLL
SEGA
● A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%

SNOW BROS
IMPORT
● Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

SOCKET
IMPORT
● *Sonic* clone that still manages to be challenging, fun and even a bit original. Packed with super-fast action. 84%

SOL-FEACE
IMPORT
● A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA
● Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA
● The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SONIC THE HEDGEHOG 3
SEGA
● Die-hard fans will love it but everyone else may feel the *Sonic* style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 87%

SONIC SPINBALL
SEGA
● Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lastability. 79%

SPACE HARRIER II
SEGA
● The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
● Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN
● Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty wicked. Play against a friend or the CPU, but play it! 92%

SPIDER-MAN
SEGA
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPIDER-MAN AND THE X-MEN
FLYING EDGE
● A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%

SPLATTERHOUSE 2
NAMCO
● Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

SPORTS TALK BASEBALL
SEGA
● A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER
IMPORT
● Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS
● Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

STAR TREK: TNG
IMPORT
● Jean Luc never looked so stiff (OK, he did). Tedious trekkie yarn with pathetic action and little to tease your brain. 52%

STEEL EMPIRE
ACCLAIM
● A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

STEEL TALONS
DOMARK
● The Mega Drive hasn't been utilised to its full potential and fails to impress as much as the old arcade game. Chopper combat at a much lower level. 54%

STORMLORD
IMPORT
● A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%

STREET FIGHTER II
SEGA
● The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out the graphics were astoundingly superior and gameplay is still super-fast. 95%

STREET SMART
SEGA
● This beat-'em-ups gameplay is limited due to the too small array of martial arts moves at your disposal. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE
SEGA
● This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 83%

STREETS OF RAGE II
SEGA
● A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STREETS OF RAGE III
SEGA
● Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the gameplay's too similar. Take your pick. 82%

STRIDER
SEGA
● All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

STRIDER II
US GOLD
● This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

SUB TERRANIA
SEGA
● Time to dust off those *Thrust*-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimey nasties. 88%

SUMMER CHALLENGE
ACCOLADE
● Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

SUMO
IMPORT
● Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%

SUNSET RIDERS
KONAMI
● Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF
IMPORT
● Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS
● Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%

SUPER BATTLESHIP
IMPORT
An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 36%

SUPER BATTLETANK
IMPORT
● This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA
● Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 67%

SUPER HANG-ON
SEGA
● Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
● A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
● It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA
● Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few locations. 49%

SUPER KICK OFF
US GOLD
● May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL
SEGA
● Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPERMAN
VIRGIN
● Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SUPER MILITARY
IMPORT
● This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA
● Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA
● An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC
● A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA
● The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM
● Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA
● A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
● Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd really have to want to play the sport to enjoy this. 84%

SUPER WRESTLEMANIA
FLYING EDGE
● Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

SWORD OF SODAN
ELECTRONIC ARTS
● Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA
● A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
● The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

TAZ MANIA
SEGA
● Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS
● Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 70%

TECHNOCOP
IMPORT
● An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
● There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

TECMO WORLD CUP SOCCER
IMPORT
● The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

TECHNOCLASH
ELECTRONIC ARTS
● This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TEENAGE MUTANT NINJA TURTLES
KONAMI
● A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

TEL TEL BASEBALL
IMPORT
● Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE HULK
US GOLD
● Old fashioned platform designs but there's plenty of shirt-splitting fun! 80%

THE TERMINATOR
VIRGIN
● This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA
● A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC
● This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THE GREAT WALDO SEARCH
IMPORT
● An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%

THUNDER FORCE II
SEGA
● Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA
● Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA
● The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
● It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
● The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
● Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI
● A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA
● Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA
● Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TOM AND JERRY: FRANTIC ANTICS
IMPORT
● Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%

TONY LA RUSSA BASEBALL
ELECTRONIC ARTS
● Very stats heavy sim that you'll have to really be into baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 64%

TOXIC CRUSADERS
IMPORT
● Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TOYS
IMPORT
● Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%

TMHT: TOURNAMENT FIGHTERS
● The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious *StreetFighter*-ish fun with a lighter style and some superb animation. Cowabunga! 89%

TRAMPOLINE TERROR
IMPORT
● Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TROUBLE SHOOTER
IMPORT
● *Forgotten Worlds* updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA
● Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA
● The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC
● A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%

TWIN COBRA
SEGA
● Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA
● Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
● A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA
● The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%

TWO TRIBES
VIRGIN
● A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 88%

ULTIMATE SOCCER
SEGA
● Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

VIRTUAL PINBALL
ELECTRONIC ARTS
● More construction than pinball thrills. The preset tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 74%

VIRTUA RACING
SEGA
● A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 89%

ULTIMATE TIGER
IMPORT
● Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weaponry. 80%

UNDEADLINE
IMPORT
● You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Power-ups and tough zombie level guardians keeps everything alive and kicking. 85%

PRO FILE

MEGA DRIVE

UNIVERSAL SOLDIER
ACCOLADE
● *Turrican II* has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

VALIS
IMPORT
● The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
● Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a really monotonous arcade-style adventure. 78%

VARIS SD
IMPORT
● This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
● This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
● The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER SPECIAL
IMPORT
● The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE
● As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
● You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
● If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it does get boring for the more experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 70%

WHIP RUSH
SEGA
● The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there have since been better games released. 65%

WIMBLEDON
SEGA
● Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 80%

WINTER CHALLENGE
BALLISTIC
● Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WIZ 'N' LIZ
PSYGNOSIS
● Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. 79%

WONDER BOY III
SEGA
● The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

WONDER BOY IV
SEGA
● More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA
● The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've p

WORLD CLASS LEADERBOARD
US GOLD
● Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA
● This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for trying at least. 76%

WORLD CUP USA '94
US GOLD
● You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay boot this below *FIFA* standard. 83%

WORLD OF ILLUSION
SEGA
● The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WORLD SERIES BASEBALL
IMPORT
● A very enjoyable bit of batting and fielding. Easy to get into and especially fun on two-player mode. Only problem is it's way too easy. 80%

WRESTLE WAR
SEGA
● Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

WWF ROYAL RUMBLE
ACCLAIM
● Disappointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 70%

XENON II
VIRGIN
● Only thewoefully poor collision detection and occasional incident of screen slowdown prevent this from being essential. 80%

X-MEN
SEGA
● A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y's 3: WANDERERS FROM Y'S
IMPORT
● An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS
● Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZOOL
EA
● This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! 84%

ZOOM
SEGA
● Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

ZOMBIES
KONAMI
● The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 91%



MEGA CD

AFTER BURNER III
IMPORT
● Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

BATMAN RETURNS
SEGA
● Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%

BILL WALSH COLLEGE FOOTBALL
ELECTRONIC ARTS
● A pretty straight conversion from cart makes this a very playable American Football game. The CD only adds that extra bit of FMV coaching (and some advice on college life). 88%

BLACK HOLE ASSAULT
SEGA
● Superb visual sequences to see and background music is a joy to hear. However, this has no gratifying features. 45%

CHUCK ROCK
SONY
● Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 72%

CHUCK ROCK II: SON OF CHUCK
IMPORT
● The same old platform style is relieved by some polished graphics and difficult levels. The best thing about this release though is the terrific cartoon intro. 80%

CLIFFHANGER
SONY
● Only half a game really, by a long way the better half being the snow-boarding section that's pretty impressive. The beat-'em-up bits are just plain sad. 77%

DARK WIZARD
IMPORT
● Bizarrefantasy RPG set in the 'Magical Kingdom' of Cheshire. Fight off unconvincing sprites and even worse accents. 73%

DOUBLE SWITCH
IMPORT
● Very *Night-Trap*-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA
SONY
● The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 76%

DRACULA UNLEASHED
IMPORT
● This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD
VIRGIN
● A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well constructed sci-fi ideas. 91%

FINAL FIGHT CD
SEGA
● Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

GROUND ZERO, TEXAS
SONY
● One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious *Lethal Enforcers* style shoot-'em-up and some passable (very Fifties) character acting. 89%

HEAVY NOVA
MICRONET
● A fantastic introduction, as with the majority of Mega-CD games but not much else to offer. Two fighting robots in a one-on-one battle with absolutley terrible gameplay. Hardly original and just about bearable. 34%

HOOK
SONY
● Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 50%

JAGUAR XJ220
SEGA
● The first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

JURASSIC PARK
IMPORT
● Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

KRIS KROSS MAKE MY VIDEO
SONY
● A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%

LUNAR: THE SILVER STAR
IMPORT
● A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot – its only imperfections are the weak combat sequences. 93%

MAD DOG McCREE
IMPORT
● A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwacked. Graphics aren't quite arcade quality. 83%

MARKY MARK: MAKE MY VIDEO
SEGA
● Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

MONKEY ISLAND
LUCAS ARTS
● The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disk access is excrutiatingly slow. Yawn. 61%

MORTAL KOMBAT
ACCLAIM
● Who has never heard of this, the most famous fighting game of all time? The Mega-CD version has been well enhanced with extra graphics and sound, making this probably the most arcade-perfect conversion on any console format. 93%

MYSTERY MANSION
SEGA
● A rendered adventure along *Jurassic Park* lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS
IMPORT
● A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 33%

NHL HOCKEY
ELECTRONIC ARTS
● Another more-or-less unchanged arrival from cart with FMV trimmings. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT STRIKER
IMPORT
● A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

NIGHT TRAP
SEGA
● One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 60%

POWERMONGER
ELECTRONIC ARTS
● A huge strategy sim that it'll take ages to complete. The downside is just how repetitive the gameplay is. 79%

PRINCE OF PERSIA
SEGA
● Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

PRIZEFIGHTER
ELECTRONIC ARTS
● Excellent two-fisted action that cleverly uses black and white FMV to give that authentic Raging Bull feel while saving loads of memory (with a small screen). Bags of atmosphere and some brutal opponents. 81%

RACING ACES
IMPORT
● Biplane racing sounds fun but incredibly slow screen re-draw means you only find out you've flown into a hill 30 seconds later. Bail out. 31%

ROAD AVENGER
SEGA
● Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

ROBO ALESTE
COMPILE
● Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

SENSIBLE SOCCER
SONY
● The lifelike sound and lasting playability give this an atmosphere to savour. The first CD footy title sets a very high standard. 86%

SEWER SHARK
SEGA
● Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA
● A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II
PSYGNOSIS
● Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II
SEGA
● Three more cases await Holmes in a sequel that boasts impressive film sequences (totalling an extra one hours worth). Shame the challenge is limited. 79%

SILPHEED
IMPORT
● Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 69%

SOL FEACE
SEGA
● The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

SONIC CD
SEGA
● A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN
SEGA
● Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. 37%

STELLAR-FIRE
SIERRA
● A truly awful title that crawls along a boring landscape and occasionally meets some blocky alien attackers. Ugly. 19%

SUPER LEAGUE CD
SEGA
● What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

SWITCH
IMPORT
● Perhaps the most bizarre Japanese game ever! No gameplay in the traditional sense and getting through each level relies on luck! The graphics and wacky sense of humour are brilliant! 67%

TIME GAL
WOLFTEAM
● Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM
● Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

THUNDERHAWK
CORE
● An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

THE ADVENTURES OF WILLY BEAMISH
SIERRA
● Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

WING COMMANDER
ELECTRONIC ARTS
● Fun space arcade sim that'll have you saving the galaxy (again). Bit of a shame about the poor scaling though. 79%

WOLFCHILD
SEGA
● A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA
● Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that justifies its appearance on CD. 82%

WWF: RAGE IN THE CAGE
ACCLAIM
● Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining. 81%



GAME GEAR

ADDAMS FAMILY
ACCLAIM
● A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. 77%

ANDRE AGASSI TENNIS
TECMAGIK
● A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 48%

ALADDIN
SEGA
● Lack of challenge really leaves this in the doldrums. Pretty, but not enough to do or see. 60%

ALIEN 3
ARENA
● All action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO
● The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA
● Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 71%

ASTERIX
SEGA
● Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 55%

AX-BATTLER
SEGA
● One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE
● Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with superb graphics, great sound and devilishly good gameplay. 92%

BATMAN RETURNS
SEGA
● Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTLETOADS
SEGA
● Nice looking beat-'em-up that gets progressively more impossible to play. Probably that bit too frustrating even for fans of these likable amphibians. 73%

BATTER UP
SEGA
● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO
● Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL
● *Speedball* is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA
● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

CHAKAN: THE FOREVER MAN
SEGA
● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO
● Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA
● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA
● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

CHUCK ROCK 2
● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 78%

CJ ELEPHANT
CODEMASTERS
● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 44%

COLUMNS
SEGA
● Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

COSMIC SPACEHEAD
CODEMASTERS
● A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 85%

CRASH DUMMIES
ACCLAIM
● All that's here is a small compendium of very short and addictive stages that may interest the veryinexperienced but at this price, we really doubt it! 49%

CRYSTAL WARRIORS
SEGA
● Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%

DESERT SPEEDTRAP
SEGA
● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 76%

DEFENDERS OF OASIS
SEGA
● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%

DINO BASHER
CODEMASTERS
● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%

DOUBLE DRAGON
VIRGIN
● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating to bare for any length of time. 45%

DRAGON
VIRGIN
● Not the same as the Mega Drive version t all. This is not as bad as Robocop but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%

DRAGON CRYSTAL
SEGA
● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 80%

DROP ZONE
CODEMASTERS
● A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%

EVANDER HOLYFIELD BOXING
SEGA
● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

ECCO
SEGA
● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%

FACTORY PANIC
SEGA
● Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA
● Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FANTASTIC DIZZY
CODEMASTERS
● Even on the small screen *Dizzy* makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%

FIRE & ICE
VIRGIN
● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 66%

F1
DOMARK
● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of the top Grand Prix drivers. "It's all quite remarkable Murray..." 81%

G-LOC
SEGA
● *G-LOC* moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT
● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA
● This sad boxing sim (also known as *Heavyweight Champ*) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE
● *Halley Wars* pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 92%

GLOBAL GLADIATORS
VIRGIN
● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GP RIDER
SEGA
● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%

HALLEY WARS
SEGA
● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA
● This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

HOME ALONE
SEGA
● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

HOOK
SONY
● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 68%

THE HUMANS
GAMETEK
● This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3
SEGA
● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 78%

JAMES BOND
DOMARK
● James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%

JAMES POND II
US GOLD
● This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%

JOE MONTANA FOOTBALL
SEGA
● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA
● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. 72%

KLAX
DOMARK
● Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM
● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

LAND OF ILLUSION
SEGA
● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

LEMMINGS
SEGA
● Take control of the *Lemmings* and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA
● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MARBLE MADNESS
DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutley superb. 79%

MEAN BEAN MACHINE
SEGA
Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 89%

MONSTER WORLD II
SEGA
● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

MORTAL KOMBAT
ACCLAIM
● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%

NBA JAM
ACCLAIM
● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. From downtown... 88%

NINJA GAIDEN
SEGA
● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD
● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA
● The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA
● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

THE OTTIFANTS
SEGA
● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the appeal. 63%

PAC-MAN
SEGA
● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK
● Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA
● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

PGA TOUR GOLF
TENGEN
● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the *PGA* event. 85%

POP BREAKER
IMPORT
● Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK
● Puzzle fans everywhere should own a copy of Popils. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK
● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM
● Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA
● Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA
● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA
● Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

REN & STIMPY
SEGA
● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 68%

RC GRAND PRIX
IMPORT
● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 59%

ROBOCOP 3
ACCLAIM
● No originality in this game that re-hases a tired old format. Poor, even taking into account the limitations of the small screen. 55%

SHINOBI
SEGA
● Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA
● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SLIDER
SEGA
● Also known as *Skweek*, it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA
● Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA
● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA
● As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves *Sonic* can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA
● The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. Better take-off and land somewhere else. 71%

SPIDER-MAN
FLYING EDGE
● Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story stats but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM
● A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STAR WARS
US GOLD
● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 90%

STREETS OF RAGE
SEGA
● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

STREETS OF RAGE II
SEGA
● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN
● Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

SUPER GOLF
SIGMA
● Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA
● The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TALESPIN
SEGA
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA
● A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

TENGEN'S WORLD CUP SOCCER
DOMARK
● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

THE TERMINATOR
VIRGIN
● One of the finest platform blasters ever to arrive. Absolutley superb sprite animation and some totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

TERMINATOR II
ARENA
● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 71%

T2: JUDGEMENT DAY
● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%

TOM AND JERRY
SEGA
● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

ULTIMATE SOCCER
SEGA
● A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. 78%

VAMPIRE MASTER OF DARKNESS
SEGA
● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

VIKING CHILD (THE)
GAMETEK
● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WWF: STEEL CAGE CHALLENGE
ACCLAIM
● The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%

WIMBLEDON
SEGA
● Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WINTER OLYMPICS
US GOLD
The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 78%

WOLFCHILD
VIRGIN
● Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%

WONDER BOY
SEGA
● This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA
● Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%

PRO FILE

WOODY POP
SEGA
● *Break-Out* games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA
● Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

ZOOL
GREMLIN
● Colourful and smooth this still loses out with too much repetition and too little content to be truly entertaining. 75%



ACE OF ACES
SEGA
● MS flight sims have never been complex and this isn't breaking any new ground. In-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%

THE ADDAMS FAMILY
ACCLAIM
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 75%

AGASSI TENNIS
TECMAGIK
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA
● Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA
● Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALADDIN
SEGA
● What's great on MD gets re-worked into mediocrity on the MS. A different game with much less platform fun to offer. 58%

ALEX KIDD IN HI-TECH WORLD
SEGA
● Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA
● Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 85%

ALEX KIDD AND THE LOST STARS
SEGA
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not in this! Finding the lost stars won't take you long. 79%

ALIEN 3
ACCLAIM
● As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA
● Massive "save the human race" game, with cool visuals, but a bit eas. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 85%

ALTERED BEAST
SEGA
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flickery sprites and scrolling. 50%

AMERICAN BASEBALL
SEGA
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 83%

AMERICAN PRO FOOTBALL
SEGA
● This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 83%

ARCADE SMASH HITS
VIRGIN
● *Centipede*, *Break-Out* and *Missile Command* all in one cart. All the games are basic but addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA
● A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA
● Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics are like a comic book, and the incidental music is more than just that.94%

ASTRO WARRIOR
SEGA
● Usual shoot-'em-up stuff. Pick up the power-ups, learn formations and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 70%

BACK TO THE FUTURE III
FLYING EDGE
● Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA
● If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE
● The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA
● An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA
● You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLADE EAGLE 3-D
SEGA
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 77%

BOMBER RAID
SEGA
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 33%

BONANZA BROS
SEGA
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 90%

BUBBLE BOBBLE
SEGA
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

BUGGY RUN
SEGA
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 79%

CALIFORNIA GAMES
SEGA
● Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II
SEGA
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CAPTAIN SILVER
SEGA
● Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 44%

CASTLE OF ILLUSION
SEGA
● Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK 34.99
● Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA
● Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CHUCK ROCK 2
CORE
● Chuck's son brings some stone-age humour to the MS. Excellent platform action from start to finish. If you liked the original... 83%

CLOUD MASTER
SEGA
● You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA
● Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

COSMIC SPACEHEAD
CODEMASTERS
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

CYBER SHINOBI
SEGA
● The *Shinobi* series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA
● While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA
● Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA
● A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DEEP DUCK TROUBLE
SEGA
● Fun — if a more than a little samey — sequel to the playable *Donald Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 86%

DESERT SPEEDTRAP
IMPORT
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 74%

DESERT STRIKE
DOMARK
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 93%

DINOBASHER
CODEMASTERS
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 57%

DOUBLE DRAGON
SEGA
● This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA
● Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON
VIRGIN
● Two Mbit and too old. With so little memory available this is missing that killer punch a beat-'em-up needs. 47%

DRAGON CRYSTAL
SEGA
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA
● If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA
● A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ECCO THE DOLPHIN
SEGA
● If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

F1
DOMARK
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER
SEGA
● Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASTIC DIZZY
CODEMASTERS
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 92%

FANTASY ZONE
SEGA
● For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! 91%

FANTASY ZONE 2
SEGA
● More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA
● The shoot-'em-up game has been changed to a *Pac-Man* format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS
● Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 70%

GAIN GROUND
SEGA
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA
● This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 86%

GANGSTER TOWN
SEGA
● Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 65%

GAUNTLET
SEGA
● Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is okay, but nothing new. 69%

GHOSTBUSTERS
SEGA
● Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA
● Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA
● A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA
● A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN
● It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA
● A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA
● A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA
● Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA
● For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA
● The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER
SEGA
● The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL
SEGA
● Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable.75%

GREAT BASKETBALL
SEGA
● Die-hard fans will be more at home here. The two-player mode makes the game a real challenge, but the CPU opponents are easy. 78%

GREAT FOOTBALL
SEGA
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt twithout any atmosphere. 60%

GREAT GOLF
SEGA
● There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA
● Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA
● The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

HANG-ON
SEGA
● How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA
● Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD
● This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION
US GOLD
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD
● Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK
● Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JAMES POND II
US GOLD
● This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL
SEGA
● If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA
● Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA
● While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN
● Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM
● Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA
● You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA
● One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA
● A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA
● Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA
● Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA
● This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA
● Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN
● Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MASTER OF DARKNESS
SEGA
● As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 80%

MAZE HUNTER 3-D
SEGA
● Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MEAN BEAN MACHINE
SEGA
● The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you bean-ing against your mates (and the CPU characters) for days! 90%

MERCS
SEGA
● This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MICRO MACHINES
CODEMASTERS
● A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%

MIRACLE WARRIORS
SEGA
● This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA
● This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA
● Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 79%

MORTAL KOMBAT
ACCLAIM
● A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MS PACMAN
TENGEN
● Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 72%

MY HERO
SEGA
● This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 64%

NEW ZEALAND STORY
TECMAGIK
● It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 88%

THE NINJA
SEGA
● For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 75%

NINJA GAIDEN
SEGA
● One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 90%

OLYMPIC GOLD
US GOLD
● Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO
● The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 73%

OUT RUN
SEGA
● There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available. 73%

OUT RUN 3-D
SEGA
● Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD
● This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. 90%

PAC-MANIA
TECMAGIK
● An excellent interpretation, but 35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN
● Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 81%

PARLOUR GAMES
SEGA
● Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA
● The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun. 77%

PGA TOUR GOLF
TENGEN
● A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA
● It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up. You'll be coming back to this. 94%

PIT-FIGHTER
DOMARK
● A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK
● A game that you'll either love or hate. This is very accurate to the original, but about ten times as big. 88%

POSEIDON WARS 3-D
SEGA
● Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Simple and not worth bothering with. 34%

POWER STRIKE
SEGA
● An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%

POWER STRIKE II
SEGA
● A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 89%

PRO WRESTLING
SEGA
● All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA
● Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK
● Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA
● Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

PSYCHO FOX
SEGA
● This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 88%

PUTT 'N PUTTER GOLF
SEGA
● A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

RAINBOW ISLANDS
SEGA
● A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but much too easy. 79%

RAMBO III
SEGA
● Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction doesn't last. 77%

RAMPAGE
SEGA
● Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Fun. 85%

RAMPART
TENGEN
● A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA
● Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 88%

RC GRAND PRIX
SEGA
● Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega have ads everywhere? 59%

RENEGADE
SEGA
● After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA
● Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROAD RASH
US GOLD
● Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

ROBOCOP 3
ACCLAIM
● Yet another film release without much originality. Very basic gameplay makes this sad. 52%

R-TYPE
SEGA
● This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. 94%

RUNNING BATTLE
SEGA
● Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA
● Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise. 63%

SAGAIA
SEGA
● What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. Far too easy. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA
● This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy. 54%

SCRAMBLE SPIRITS
SEGA
● Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 44%

SECRET COMMAND
SEGA
● This is very close to the Capcom *Commando* coin-op; it's even based in a jungle with huts and everything. Essential carnage. 85%

SEGA CHESS
SEGA
● Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SENSIBLE SOCCER
SONY
● A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

SHADOW DANCER
SEGA
● Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK
● Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent music and some improved gameplay make it hot! 90%

SHANGHAI
SEGA
● One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA
● There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels withthat should be a doddle. 79%

SHOOTING GALLERY
SEGA
● This is highly over-priced. Only four simple rounds of shooting various targets. 70%

SHOOTING GAMES
SEGA
● Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA
● Like its MD counterpart, *EA Hockey*, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 76%

SONIC CHAOS
SEGA
● Play as Sonic or Tails in the hedge's latest MS incarnation. Great graphics but gameplay hasn't changed and it's all just too easy! 69%

SONIC THE HEDGEHOG
SEGA
● Totally excellent conversion proving that the MS can retain some originality.This mini-arcade adventure is fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA
● A fantastic version of the most famous game in the world, but it's bugged.Don't be too disappointed when Tails doesn't appear. Great! 95%

SPACE GUN
SEGA
● If you're a dab hand with the Phaser, this title should bring a smile to your face. 56%

SPACE HARRIER
SEGA
● There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 84%

SPEEDBALL 2
VIRGIN
● Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA
● One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. You'll go underground, through space and time and even to the land of the dead. 90%

SPIDER MAN
SEGA
● Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA
● Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA
● The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STAR WARS
US GOLD
● This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

STRIDER
SEGA
● The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD
● Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA
● This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA
● You take charge of a submarine and progress through the seaworld, while shooting anything that moves. A poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA
● This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN
● Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 84%

SUPER KICK OFF
US GOLD
● All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPERMAN
VIRGIN
● A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 78%

SUPER MONACO GP
SEGA
● A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA
● A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA
● Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM
● A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 65%

SUPER SPACE INVADERS
DOMARK
● Original waves and a sensational simultaneous two-player option sets this miles above any clone. 82%

SUPER TENNIS
SEGA
● This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA
● The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA
● Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA
● Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA
● Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA
● Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA
● There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TOM AND JERRY
SEGA
● You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRIVIAL PURSUIT
DOMARK
● This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

T2: JUDGEMENT DAY
● You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35%

ULTIMA IV
SEGA
● If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast and challenging 92%

ULTIMATE SOCCER
SEGA
● Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

VIGILANTE
SEGA
● This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment. 77%

WWF: STEEL CAGE
ACCLAIM
● Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA
● Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA
● Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WINTER OLYMPICS
US GOLD
● The game that spawned awful TV ads. All the bob and ski events could do with a re-vamp as they're much too similar. A bit frozen. 77%

WOLFCHILD
VIRGIN
● A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%

WONDER BOY
SEGA
● This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA
● The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it. 89%

WONDER BOY IN MONSTER-WORLD
SEGA
● An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA
● If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WORLD CLASS LEADER BOARD
US GOLD
● A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA
● It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 77%

WORLD GAMES
SEGA
● This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA
● This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA
● A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

WORLD TOURNAMENT GOLF
SEGA
● Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

XENON II
VIRGIN
● You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 85%

Y'S: THE VANISHED OMENS
SEGA
● An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA
● Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZOOL
GREMLIN
● Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 78%

CONTACT

Send your letters to:
Nick Merritt,
Protest, SEGAPRO
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF.
(SEGAPRO reserves the right to clip letters sent in by our read-

PROTEST!

There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts can be won!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

PROTEST!

At last, it's the summer. Which may be all right for you lot, sitting on the beach sipping Pimms and Lemonade and then getting nicked for underage drinking. Some of us have to sit indoors, slaving away over a steaming Macintosh computer getting the issue out. Well, not me ! I quit! See you on the beach... (Oh, and here are some letters by the way.)

A BIT BETTER

Why the heck don't Sega make full use of the 8-bit systems? On the Mega Drive we 8-bit owners see the 16 and 24 Meg wonders like *Sonic 3* or *Street Fighter II* and we drool. Then we snap out of these dreams and realise it's a fantasy that the MS or GG could use these games.

But since these are 8-bit machines, surely they could use 8 Meg carts (or possibly 16 Meg as we've all heard of these 32 Meg carts the Mega Drive can use). It would probably make more people buy the machines if Sega pushed the 8-bits to their limits.

Since the 4 Meg carts have only been around since Christmas, I realise that we GG and MS owners have a long time to wait, but surely this is an idea Sega should look into if it'll boost their income.

Jonathan Nickson,
Newcastle









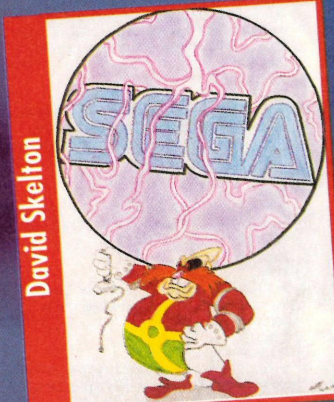
Wayne Beckett, Action Replay designer from Datel tells us that it is in fact possible to build 8-bit games as large as you like. Old 8-bit chips usually aren't capable of using memory chips more than 64K in size, and since even the smallest 8-bit games are now 128K or so, the games designers have to use a nifty device called paged memory to get around the problem (old BBC Micro owners will know all about paged memory). This is a technique which allows the 8-bit machine to access memory in 64-bit 'chunks' or pages.

So you can make games any size you like by adding pages. However, you soon come up against a more realistic limit – money. In theory, a 16Mbit game on the Master System could cost as much as a 16Mbit game on the Mega Drive.

There's the other side to this as well – chip designers have to use (say) 16Mbits on the Mega Drive because (a) 16-bit games take up more space due to technical reasons, (b) the Mega Drive has better graphics which require more memory to store them, (c) and the sound quality is far better, especially if there is a large number of samples being used. The Master System doesn't have all these facilities and so the games can be made much smaller.

PROART

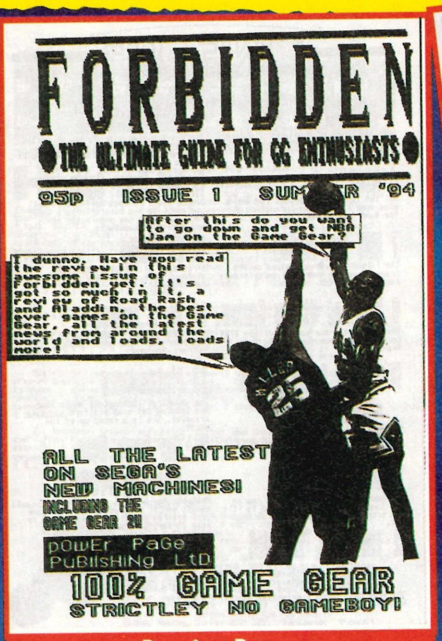
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want !



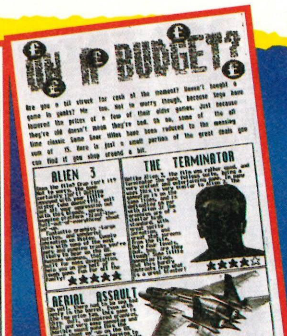
David Skelton



Barry Hunt



Damien Breen





PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark tunrs his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back int he mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the form on page 96 and send it in to us with photographic evidence. Who kows, there may be a prize in it!

MORDS WUDDLED

Congratulations on a brilliant magazine. Here's a poem about SEGAPRO:

Only magazine I know
Is definitely SegaPro
From East to West
It is the best
From North to South
And all throughout
That there's no doubt
About this mag
Cracking many ass.

Could you please answer a few of my questions:

1) When is *Earthworm Jim* set for release?

2) Is it true that *FIFA Soccer* is appearing on the SNES? If so, which version, the SNES or Mega Drive, do you think is the best?

3) Will the Universal Adaptor allow me to play UK and USA games on the Australian version of the Mega Drive? If so, can I buy it direct from the UK and how much will it cost me?

Rinesh Kumar, Fiji
(SegaPro's true lover)

I see the poem was going quite well until you reached the last line. Clearly there was a slight hitch with rhyming 'mag' and 'ass'. Also, far be it for me to criticise but I feel that only a small minority of our readership might enjoy buying SEGAPRO for the reasons given in the last line. Perhaps you meant to say 'kicking'.

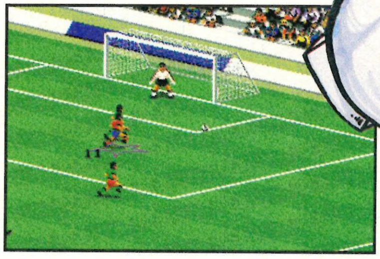
Right, your questions:

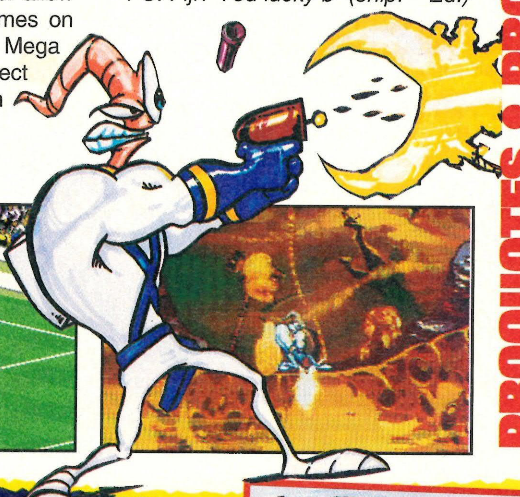
1) October 1994

2) Yes. We can impartially report that the Mega Drive FIFA is miles better than the SNES's. However, the PC version is the best of the lot.

3) Yes. You can get hold of a Universal Adaptor from Datel Electronics on Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent ST4 2RS, England. Or tel: (England) 0782-744707.

PS. Fiji? You lucky b- (snip! – Ed.)





PROQUOTES • PROQUOTES • PROQUOTES

"Now I am trapped in my Sega. Help me."
Lee Connor, Manchester
Getting a life might be a reasonable start.

"I'm depressed, like most people on this planet."
Toby '*!$%& Off' Waterworth, Berkshire
And you've got a pain down all the diodes on your left side, right?

"...then it erected through the roof."
Andy Sawyer, Salford
So get a loft extension.

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGAPRO as we really do care about our readers' points of view. If anybody turns up that day.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

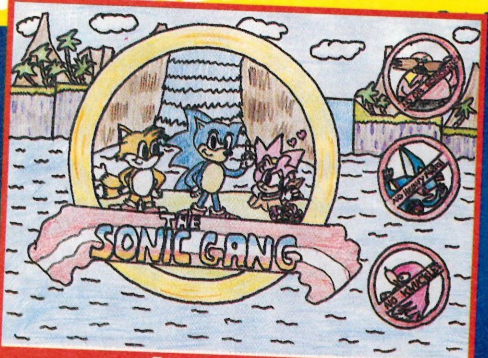
Charles Broome from Islington writes in with the following: "(1) Please can I have *WWF Royal Rumble* on the Mega Drive? (2) Will *SOR 3* be compatible with a four-player adaptor? (3) In the Japanese charts, I've seen the games *SFII +* and *SFII -*. What is the difference? (4) Will there be a *Super Monaco GP3* as a tribute to *Ayrton Senna*? (5) What exactly is a dead code and what could it do for a game like *SFII*?"

Well now. The answers: (1) No. (2) No. (3) *SFII-* is the Japanese version. (4) No. (5) It's an Action Replay 2 code.

P Petch from Kendal writes in with a problem with *Sonic 3*. Apparently the Save game feature will not work on his Mega Drive unless he loses all his lives. Then if he tries to continue from that level the



James Hare



Frances Cherry



Glynn and Michael



James Hare



game goes back to level one. He says he's tried it on two other Mega Drives and has had no problems. I'm stumped by this one. Anybody out there able to help at all?

Phil McDonnell from Cheadle in Stockport (used to live in Cheadle myself not too long ago) wants to know the following: (1) Is the Mega Drive 32 just the same as the Saturn? (2) Do you think I should get the Mega Drive 32 or wait for the Saturn? (3) How much will the games be?

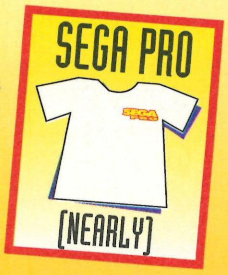
So, after a Saturn then are you? Right: (1) No. The two machines will be different. The Mega Drive 32 will still be cartridge-based while the Saturn is going to go for the CD side, big time. The prices will reflect this (Sega want the Saturn to become a high-end multimedia machine while the Mega Drive 32 will be the normal kind of games thing) – £150 for the Mega Drive 32, £350 for the Saturn. (2) Get the Mega Drive 32. That's the one Sega are betting on for serious sales. (3) Don't know yet. But I would expect to see carts weighing in at around the current Mega Drive cart price.

Maddie from Madeira writes in assuring us that "SegaPro is the best thing since the underwire bra." This is an interesting thought but I'd advise our female readers to stick to their current underwear regime and not switch to using the magazine for support. Even though Maddie lives in Madeira, she still thinks she deserves a reply to her question asking whether there are any Mail Order companies who accept cheques and would send machinery out to her.

Well, try Konsole Direct on (0204) 363200, PO Box 159, Bolton, Lancs BL1 3BF. They will accept cheques and will send out consoles when the cheque clears.

- Nick regrets that he is unable to give personal replies to questions due to the volume of mail he receives. Sounds like he's Clare Rainer, doesn't it? Sad.

STREET OF SHAME



I have a problem – well, I have lots of problems but this is one I want to talk about. I live on the streets and I only have one set of clothes. So I was wondering, well, er, ahem – give me a T-Shirt, a Mega Drive, *Sonic 3*, a house and a life or I'll come over to the offices with my two-year-old clothes that I've never taken off and make your offices smell like a used packet of Pampers.

David Neville, 5th Cardboard box on the right

PS. I hope you like the cool picture of Sonic I drew for you.

Aggressive begging, eh? Anybody know the number of Bournemouth Police Station?

Actually, the offices already smell like a used packet of Pampers but that's what happens when you share the room with the Sega XS team. By the way, you didn't write your proper address, so no T-Shirt I'm afraid!

PS. No, it is, to use a technical publishing word, crap.

ORIGINAL SINS

What ever happened to originality? I am growing tired of software companies making slight changes to existing games then re-releasing those games and charging a hefty salary for it. I agree some changes validate a new release but in most cases I very much doubt it. To be specific, when will EA abandon the *Madden* and *Hockey* games and concentrate on producing new and original material?

Could you also please tell me whether or not these games will ever make it onto the Mega-CD or Mega Drive?

Myth (System 3), *The Great Escape* (Ocean), *Ant Attack* (Quicksilver), *Sim City* (Bullfrog), *Joust, Defender, Escape From The Planet Of The Robot Monsters*. Also, I hope that Sega UK will come to their senses and realise the Mega-CD has a market of its own (like in America) and not release games for it that appear on cartridge as well.

Neil Owen, Pinner

Well, judging by the way the Sega games market is going, it looks like everyone else is fed up of the lack of originality as well, since hardly anybody seems to be buying games at the moment. Having said that, to be fair to EA, they are one of the better software publishers on the whole. And I guess that as long as people continue to buy the Madden and Hockey games, EA will continue to produce them.

Right, your list:

No (for all of them). You certainly are going back a bit. And although many of the old games were the best, I doubt that they would convert successfully to the Mega Drive. Things have moved on. For instance, ever played Jet Set Willy on the Amiga? Appalling! Still, in place of Sim City, there will be Theme Park soon. But be serious about Defender – as good as it was, it would get slaughtered by our reviewers if anybody released it onto the MD now.

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

ACTION FRICTION

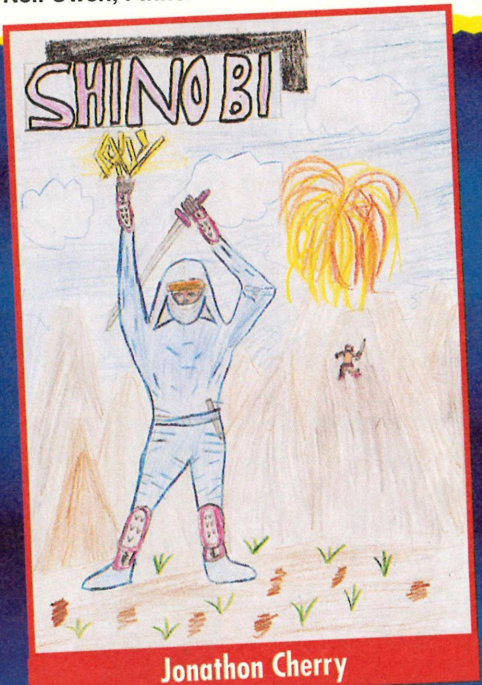
I am a teenager from little old New Zealand *(not another lucky git! – Nick)* and I really love reading your books. I was just wondering whether you could give me the prices of the Mega Drive Action Replay in New Zealand dollars. I've tried to translate your prices to New Zealand prices with the banks here but they just told me to go away and stop wasting their time. They are so rude!

Michael Helaraka, Auckland

Sorry to hear about your problems with the banks. I sympathise fully but I suggest you get used to it. Banks do not improve as you get older – in fact, they get worse. The secret to dealing with a bank successfully is by not thinking of it as one huge immovable corporation but merely as a collection of sackable individuals. Remember, it's usually dead easy to get a bank manager into trouble if you know the name of his or her boss.

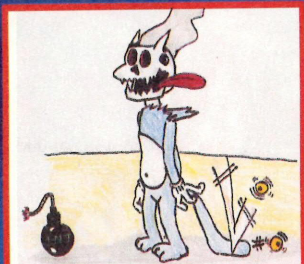
Anyway, the price of the Action Replay is £49.99. Unfortunately, my bank didn't know the exchange rate for NZ dollars. Ah well.





Jonathon Cherry





Anon



Michael Parker

IT'S HERE! AND IT'S HOT

OFFICIAL JAGUAR UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

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Tiny Toons Adventures - *AUG '94*	£49

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Item	Price
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All Prices include VAT



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SOUTHEND	Keddies - (2nd Floor), High Street	0702 468039

To: Silica, SEGAP-0894-217, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

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Surname: ....

Company (if applicable): ....

Address: ....

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.... Postcode: ....

Tel (Home): ....

Tel (Work): ....

Which computer(s), if any, do you own?

217B

PRO SCORES

They're back and they're, well, scores really. If you think you've got a score worth shouting about, write in to us with a photo of the score (and yourself) and maybe we'll print it! No cheating please folks and please use the coupon at the bottom of this column.

...MEGA DRIVE...

JOE MONTANA FOOTBALL
127-0 (Pro) Matthew Williamson, Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (Pro) Robin Westblom, Chislehurst

SONIC THE HEDGEHOG 2
629,700 Nicholas Hambridge, Woodstock

STREETS OF RAGE
430,000 Karl Benat, Whitchurch
414,000 Jonathan Owen, Crewe
144,200 Bob Porter, Brisbane

TINY TOONS
6,190,200 Richard Sheldrick, Birmingham

WORLD CLASS LEADERBOARD
10 under David Wheeler, Sunderland
9 under Peter Lavendor, Burn Moor

...GAME GEAR...

ALIEN 3
602,805 Johnathan Place, London

ASTERIX
710,560 Paul Denney, Durham
611,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

CALIFORNIA GAMES
22,500 (Half Pipe) Richard Murland, Coventry
11,250 (Half Pipe) Leon Renn, Nuneaton

GOLDEN AXE
230 Matthew Alan, West Drayton
158 Kevin Fell, Croydon

SONIC THE HEDGEHOG 2
618,900 Jonathan Place
642,100 Chris O'Byrne

SUPER KICK OFF
134 - 3 Tony Carrington

...MASTER SYSTEM...

CASTLE OF ILLUSION
150,700 Andrew Brown, Pontypool

COOL SPOT
378,600 Chris Flowers, Gillingham
234,000 Carlos Madrid, Bournemouth
156,300 Edward Richards, Liverpool

JOHN MADDEN '93
326-3 Andy Duncombe, Winchester
145-7 Alex Jasper, Bournemouth
139-15 Tony Allingdale, Bristol

JUNGLE STRIKE
8,113,000 Jonathan Place, Sunderland
7,415,600 Mark Hill, SegaPro
5,620,550 Craig Tarrant, Newcastle

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

PGA TOUR GOLF 2
-37 A Marson, Barnsley
-31 Kenny Carman, Chichester
-26 Andy Stephens, Kidderminster

SONIC THE HEDGEHOG 2
724,600 Andrew Brown, Pontypool

...MEGA CD...

STREETS OF RAGE 2
999,990 Chris Flowers, Gillingham
833,810 The Harlequin, London
812,430 Darren Gwynne, Bedford

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman, Runcorn

PRO SCORES

Name..........
Address..........
....
Age..........
Machine owned
....
Score..........
Game..........
....
Have you remembered the photo? Now send it to Proscores at the usual address!

LETTERS

31.8.94 PROTEST!

JOCKMAIL



In past issues I've read that to get prizes for the compos, you tie up the games company's Director or Producer and beat the s*** out of him until they cough up. Anyway, let's skip the rest and come to the point. Tie up yourself or the Production Manager or someone else important who gives in when it comes to getting the s*** beat out of them. Get them to send me a copy of *Lethal Enforcers* plus one Light Gun for the Mega-CD.

If this fails, tell him I'll report him to the SSFTPOCTCFNSTACOLE-PLG (Scottish Society For The Prevention Of Cruelty To Children For Not Sending Them A Copy Of Lethal Enforcers Plus Light Gun) which will sue the SegaPro team for millions of pounds. If none of your team has heard of the SSFT-POCTCFNSTACOLEPLG, then it's because I have just set up the organisation.

David Webster, Dundee

PS. If this fails, try it on some other member of the team.

PPS. Despite all this, your magazine is Absolutely Fabulous!

*What??!! 'Tie up yourself... or someone else who gives in when it comes to getting the s*** beat out of them". Hey, mate. You'd have to nail my lips to a hand grenade before I'd give in, and even then I'd only give in if the money was right.*

Sue us, eh? I will be forced to pass the case on to the SFTMWOBSGAOSI (Society For The Malicious Wounding Of Blackmailing Scottish Gits And Other Scrounging Individuals).

PS. Mark... Hey Maaaaarrrkkkk!

PPS. Most kind. Have a T-Shirt.



FE THINK HE'S LI-NE

Yo MEGA!

I have recently bought a Mega Drive 2 but unfortunately I bought *Joe Montana 2*. I played it once and it really was crap. I tried to swap it with friends at school but no-one wanted it. Now recently my cat had an accident on it and – *(Enough! – Nick.)*

Owen Morris, Perthshire

Yeah, nice work mate. THIS IS SEGAPRO ISN'T IT and not some other scrofulous rag! By the way, I'd just like to point out that cats are cool and any idiot who leaves their Mega Drive games in a litter box deserves everything he gets. One other thing – please try to come up with more imaginitive blags. Thankyou. Now be off with you.

NOTE TO READERS REGARDING CLUBMANIA:

Unfortunately, some readers who responded to an advertisement for Clubmania in SEGAPRO issue 31 have been the victims of an alleged scam. The advert promised every tenth member to join the club a free copy of *Sonic 3* if you sent off £14.99. SEGAPRO is not covered by the Mail Order Protection Scheme so we are unable to refund any money that might have been lost in this affair. However, the people alleged to have been behind the affair have been arrested by the police, so if you have had any dealings with Clubmania, please get in contact with the DC Hyde at Blandford Police Station on (0258) 452101.









Sherief Fekry

Grab those issues you might have missed!

SEGA PRO BACK ISSUES



ISSUE 15 £2.00
Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG).



ISSUE 16 £3.00
Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



ISSUE 17 £2.50
You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many more.



ISSUE 18 £2.00
Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD)...



ISSUE 19 £2.75
Read the exclusive review of Cool Spot on the Mega Drive inside – only in SegaPro. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG)!



ISSUE 20 £3.00
An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...



ISSUE 21 £2.75
Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS)...



ISSUE 22 £2.75
Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS).



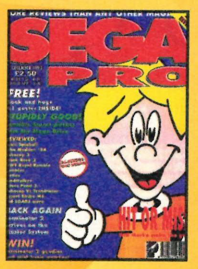
ISSUE 23 £3.00
Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



ISSUE 24 £32.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



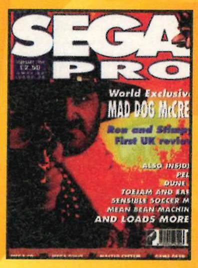
ISSUE 25 £2.75
Incredible world exclusive this month as we take the first look at Aero the Acrobat, Street Fighter II, Sonic CD, Dune CD, Zool, Gods and loads of more top news, previews, reviews, tips and the rest of the stuff that makes SegaPro the UK's top Sega magazine! Oh, and don't forget Aladdin...



ISSUE 26 £2.75
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours,Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



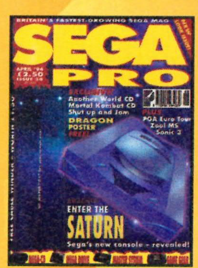
ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and... you'll just have to buy it to find out!



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS).



ISSUE 30 £2.75
A new look this month and yet another freebie – this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



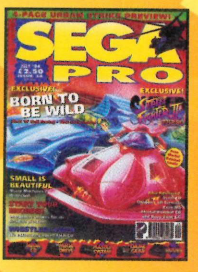
ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning ne w platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month – free stickers and a free Mortal Kombat comic! Sometimes we amaze even ourselves...

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Disney's THE LION KING

WE AIN'T LI-ON!

No, we're telling the truth! We'll have LOADS of info on the Disney/Virgin tie-up Lion King PLUS previews of The Flintstones, Sylvester and Tweety and BC Racers. And don't forget top reviews of Mortal Kombat II, Soulstar, Chaos Engine, Global Golf and Itchy and Scratchy!

So put it like this – if you don't buy SegaPro next month, all our hard work will go to waste. And We Won't Like That One Little Bit.

The things we'll do to get to Number One!



ON SALE AUGUST 11th!

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NEW **ADVANCED CHEATFINDER**
Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

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This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NEW **UNIVERSAL CHEAT SYSTEM**
Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

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